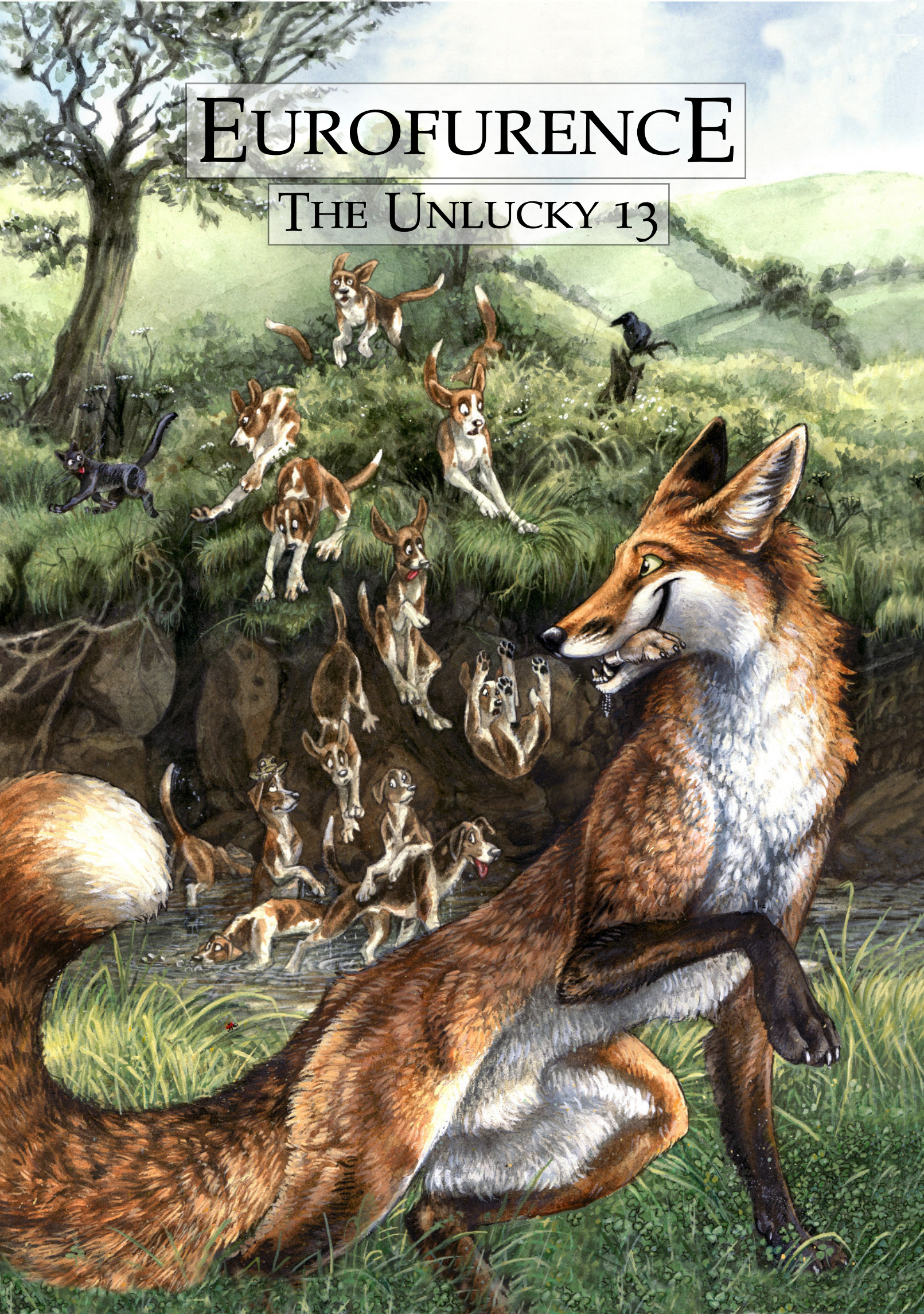

EUROFURENCE
THE UNLUCKY 13

BLUEPANTHER
July 2007

# Welcome to the Unlucky 13!

In order to prepare myself for writing this editorial, I had a look at what I wrote on the first page on last year's conbook. I predicted that EF12 would have been our last convention in a youth hostel. And today, I'm quite proud to say: Yes, we finally took the plunge! Eurofurence is going to be a very different kind of party from now on.

However, we took great care to preserve as much of the old Eurofurence charm as possible. In this regard I would like to wholeheartedly thank the management and staff of the Ringberg Hotel. Although this is the first time they are hosting a convention like ours, they made us feel right at home from the very first visit, and went a long way to adapt to our sometimes unusual needs, up to obsessive little details, like which kind of species of plush animals to stock for the hotel store. So far, their support has been outstanding, and we have to thank them for their great cooperation, which enables us to make the transition from the "old" to the "new" Eurofurence much smoother than we had expected.

So, what did we lose during the transition? The good news: Not much! If the weather allows it, we'll even be able to revive the tradition of having a real campfire, which is definitely not a feature you'll find in many hotel brochures.

With more than 600 attendees, including more than a hundred artists and more than 150 fursuiters, we're not exactly a small cosy gathering any more. But on the other hand, there are many new things at EF13 that we'll be able to offer for the very first time in our history. We have a pool now. And a sauna. Finally, no more communal showers, no more dormitories. The buffets are all-you-can-eat, and the bar serves everything from Caffè Latte to Piña Colada. We have two widely renowned guests of honour, who are both true legends in their respective fields. We've got a fully-colored T-Shirt. We've got our own television channel, and five tracks of programming which is more variation than ever before. Fursuiters have never been cared so much about before, as for the first time we can offer a fursuit lounge that lives up to its name. And all this comes on top of all the familiar stuff that has made EF a success in the past.

My most heartfelt thanks must also go out to all the core staff who have turned themselves into nervous wrecks in order to make all this happen, especially my good friend and "second in command" Nightfox, who has taken much organisational work off my shoulders, and Loewi, who has taken over the financial department from Jumpy, which is an enormous task. Thank you friends, thank you to the rest of the team, the hotel staff, and everyone who is attending. You are Eurofurence 13.

Yours sincerely,

Sven "Cheetah" Tegethoff
Chairman of the Board

# Rules of Conduct

Even in its lucky 13th year, Eurofurence strives to give as many people as possible a fun time. And lots of luck, of course, although black cats may cross your way from the left, or the right, or any direction they think appropriate. Who are we to discuss with black cats? They might be feral!

This year, other than in previous years, the convention is not open for minors. However, that should not give the impression that the general rules have changed. Polite and friendly behavior is still encouraged, and while adult themes are certainly present in restricted areas, we do not wish to shove them into anybody's face – some people may not care for it. Be considerate of other furs, hotel staff, and uninvolved folks, and consider what kind of material (comics, art, or sketchbooks for example) you want to show or pass around.

Please always wear your badge, think of it as your admission ticket. If you fail to show your badge when security asks you to, you might be asked some uncomfortable questions.

## General Conduct

Eurofurence likes to present itself as a small, but professional convention. We also hope that each attendee has all the fun that our wide-ranging community can provide. Please be aware of how your actions reflect on the convention and how they may impact or affect others.

We take pride in our appearance and we want you to as well while still having fun. Offending newcomers, visitors and consite personnel is not appropriate. Impressing them with how much fun and enthusiasm we have in our fandom *is*. What you consider to be acceptable behavior may not be so for others. We encourage that courtesy from all participants in our community.

Eurofurence reserves the right to exclude people from the convention on the grounds of blatant or repeated violations of the Rules of Conduct. This is not limited to incidents on the convention premises, but may as well be applied to transgressions outside of the con area. Gross misbehavior does not become acceptable just by taking it elsewhere.

## Costumes and Clothing

Use your common sense in public areas inside the building, and especially when you are outside. If you have to ask or think twice about doing it in public, take it to your room. For example, kissing and holding hands, regardless of sexual orientation, is fine. Groping, tongue battles, nudity and beyond, regardless of sexual orientation, is *not*.

Remember that your personal fetish may not be appreciated by those who do not share it, and who may not want to be associated with it. If you expect

respect from others – especially from people outside of the fandom –, show them respect in turn.

While collars and leashes may be worn *discreetly*, blatant displays of bondage and BDSM in public are *not* allowed.

Public exposure of genitalia, buttocks or (female) breasts is not permitted. As a rule, a minimum of a non-thong bathing suit must be worn at all times in public areas. “Anatomically correct” costumes must be likewise clothed.

It is *not* allowed to wear visible diapers or baby outfit in public, including costumes, with the possible exception of stage performance.

Security may ask you to stop an activity or to move it to a private room. Please act politely and follow those directions.

Your demeanor reflects on the fandom as a whole. Don’t miss the chance to act as an ambassador of furry fandom.

## Harassment and Assault

No means no. Stop means stop. Go away means go away. If someone won’t understand these simple rules, contact a helpful member of security. They have the right to exclude attendees from the convention for not following these commands. Harassment is any behavior that intentionally annoys or alarms another person. This includes unwanted physical contact, following someone around in a public area without a legitimate reason, or threatening physical violence. If you are being harassed, immediately go to any member of security. The matter may be referred to the proper law enforcement authorities.

## Alcohol and Parties

Eurofurence does not tolerate the serving of alcohol to minors. If you have a private party at which alcohol is served, please designate a responsible adult to not drink, so that there is a fully competent person present to deal with any emergencies that might arise.

Eurofurence does not tolerate the use of illegal substances, regardless of the circumstances.

Violation of the above rules could subject you to the *immediate* exclusion from the convention and referral of the matter to other authorities. The last thing we want is for someone attending our convention to end up in the hands of the local law enforcement authorities, in the hospital, or even worse.

## Privacy and Room Sharing

While room activities can be considered private, accomodations are not off limits. Regulations regarding alcohol and drugs are still in effect. Also, please be considerate of people sharing the room

with you. Space is limited – room assignment may group you with someone who does not join in, nor care much for your activities. They are guests too, so please try not to annoy them too much.

## Water Pistols and Weapons

Due to the potential damage to property (of the location as well as of attendees), water guns, silly string and the like are prohibited inside the buildings of the consite. When playing outside, please do not hit any bystanders. Artists are present. Destroying original art, sketchbooks, comics, or prints is not considered funny, and will definitely limit your chances to get a free sketch. Ever.

Please note that all weapons are subject to the (rather strict) German law, from a simple knife to an elaborate broadsword, *especially* if they are bladed!

Generally all weapons must be checked by the security staff. If a weapon is part of your costume, please ask someone of our security staff to approve it. You may be asked to leave your weapon with security, or in your room, if it is deemed too dangerous to carry around.

Do not engage in swordplay or mock fights on the con premises. Have your weapon peacebound to show others that you are here to have a good time and not to behead someone. If you are performing an act on stage (or similar public display) that includes weapons play, you *may* be allowed to draw your weapon, but you need to consult your stage manager beforehand, who will judge the possible danger of the action.

Handle your weapon, even peacebound, with the appropriate care. We do assume that, if you are carrying a weapon, you know how to behave safely. Remember that even relatively harmless items like staffs or foamcore swords can cause injuries in a crowded place. Try not to toy around with them.

## Photography and Videotaping

Eurofurence wants you to have great memories from a fantastic convention. Photographs and videotape footage by attendees are generally allowed in all common areas of the convention with the exception of the Art Show and Dealer's Den. Due to the nature of the event, no flash photography is allowed in the Pawpet Show. Specific rules regarding these matters may exist for other selected events.

When photographing or videotaping individuals or costumes, please use common courtesy and ask before photographing them. Please respect their rights if they do not wish to be photographed or videotaped.

Individuals may take pictures and videotapes for private viewing or sharing with friends. Photography or videography for the purpose of publication or sale to the press is expressly forbidden unless written permission has been obtained from Eurofurence e.V.

Some events will be videotaped for the purposes of producing the convention highlights video. Videotaping will also be conducted in public areas of the convention. No videotaping by convention staff will be conducted in guest rooms or in any other areas where an attendee has a reasonable expectation of privacy.

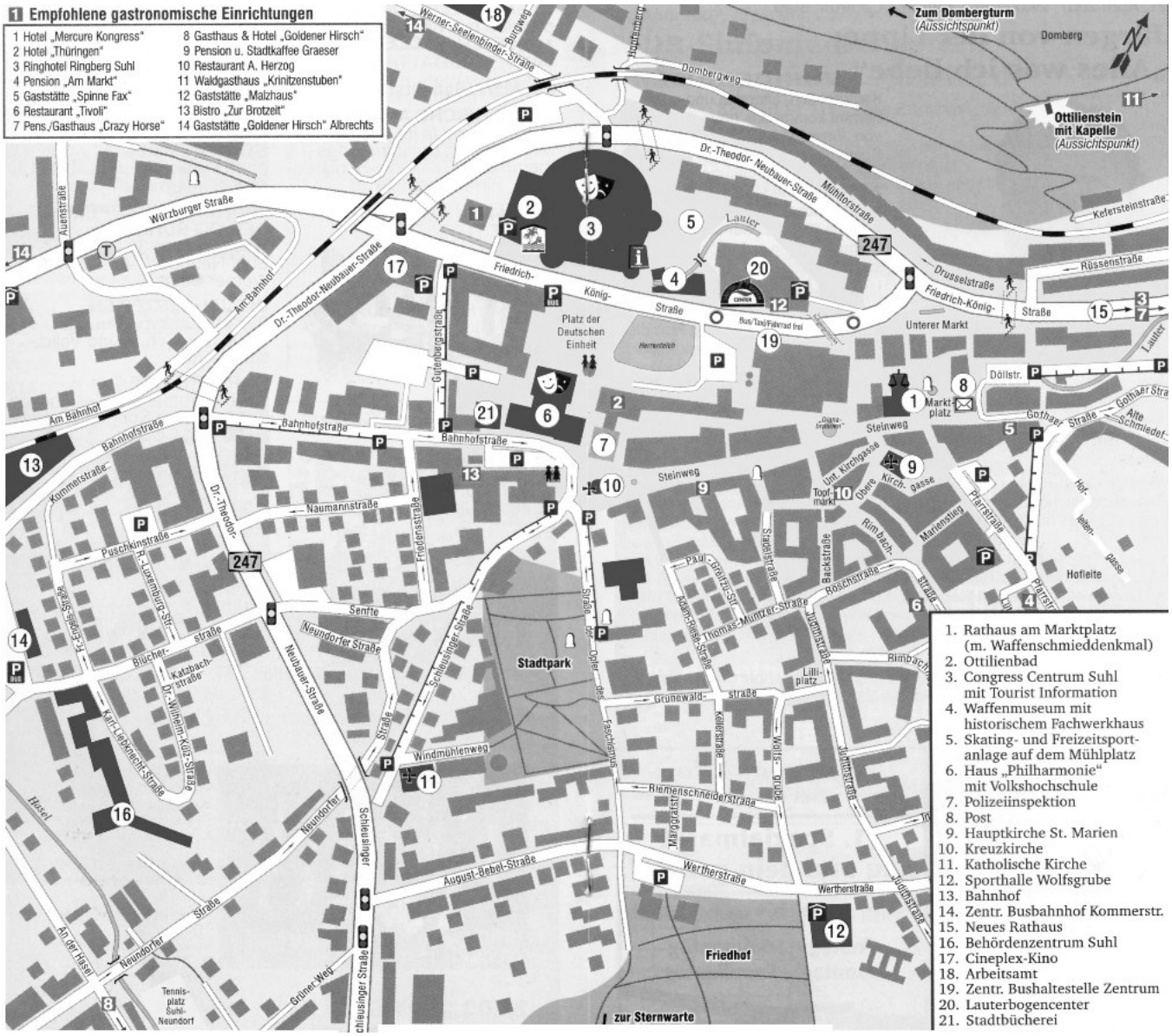
Attendees should be aware that footage gathered in public areas of the convention – including events and panels – may be used in a highlights tape, and that attendees may appear in that tape without compensation. Eurofurence will require a release only for footage that is obtained in areas that are not fully public (i.e. private functions and personal interviews.)

## Hotel Rules

Since we enjoy the amenities of a hotel for the first time, we should emphasize that hotel-suitable behavior is expected. No skinnydipping in the pool, or behaving rowdy in the sauna. Don't run around half naked in the lobby. Drink only as much as you can handle. Clean up after your dog. Be polite to the hotel personnel. Leave a tip for the cleaning crew instead of a mess.

But hey, what are we talking. You know how to behave like a high stakes gambler, and not like a flat-footed tourist. The cards are dealt. The wheels are spinning. The night is ours. Enjoy.

# Map of Suhl




The following addresses may be useful to you:

**Hotel Ringberg**
Eurofurence 13
Ringberg 10
98527 Suhl
Phone: 03681 3890

**Banks:**

Rhön-Rennsteig-Sparkasse
Alexander-Gerbig-Straße 3
98527 Suhl
EUFISERV

Deutsche Bank
Friedrich-König-Straße 21
98527 Suhl
Cash Group

**Restaurants:**

Greek restaurant “Dionysos”
Gothaer Straße 118
98527 Suhl
Phone: 03681 305680

Chinese restaurant “Shang Hai”
Friedrich-König-Straße 5
98527 Suhl
Phone: 03681 804332

Steak house “Crazy Horse”
Carl-Fiedler-Straße 56
98527 Suhl
Phone: 03681 7128-0
URL: http://www.gasthaus-pension-crazy-horse.de

Italian restaurant “Borsalino”
Friedrich-König-Straße 7
98527 Suhl
Phone: 03681 308918

**Fast Food:**

McDonald’s
Industriestraße 1
98544 Zella-Mehlis

**Post Office:**
Deutsche Post
Ilmenauer Straße 12
98527 Suhl
open: 07:00-20:00
Note: This is actually in the same building as the Rhön-Rennsteig-Sparkasse and the REWE supermarket!

**Supermarkets:**

Lidl
Mauerstraße 1
98527 Suhl

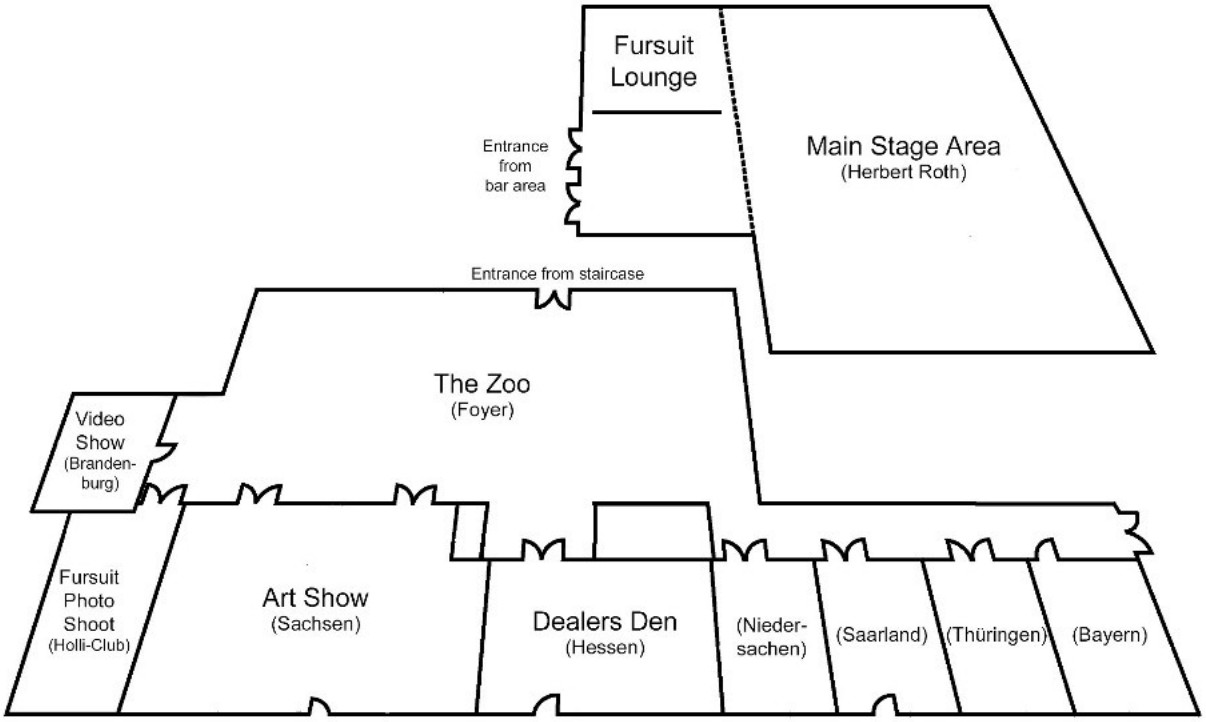
REWE Fr.-König-Str.
Friedrich-König-Straße 21
98527 Suhl

REWE Ilmenauer Str.
Ilmenauer Straße 12
98527 Suhl

Kaufland
Würzburger Straße
98529 Suhl

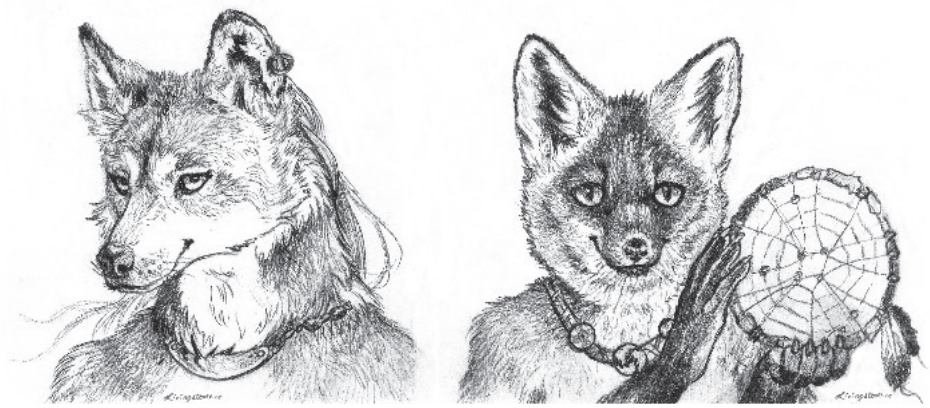
BLACK - PAW - PRODUCTIONS
FINEST ANTHROPOMORPHIC PUBLICATIONS IN EUROPE
NOW AVAILABLE
• New products by Sofawolf Press:
- Fur-Piled 2
- Heat 4
- The Art of Kenket
- Digger 3
• Kama Citra poster
(by Adam Wan)
• New comics by Rabbit Valley
MEET US IN THE DEALER'S DEN !
WWW.BLACKPAW.DE

# Event Area Map




This map shows the event areas of the convention. Please note that the two areas are located on different levels of the building. Faux perspective, not to scale.
Please check the timetables for an overview of what SIGs, activities, and meetings are offered here.

SIG Room 1: Niedersachsen
SIG Room 2: Saarland
SIG Room 3: Thüringen
SIG Room 4: Bayern



# Guests

## Lance Ikegawa

### Slave to Border Collies!

I love making creatures and bringing them to life. I was a huge fan of Godzilla and other Japanese monster and action shows (like Kikaider and the Kamen Rider series) when I was young. Later I studied special effects magazines and sought out films and shows with creature costumes in them.

Once I moved to Los Angeles I got to know people who actually worked in the special effects industry. My friends were patient and great sources of information about creature effects. A couple of us were particularly interested in finding ways to disguise the human form in monster and animal costumes. We tried all kinds of materials to achieve this – some were common items found at hardware stores; some materials were only available through special distributors.

Since we would also be wearing these creations, comfort became another mania: we explored ways to hide vents, using materials that facilitated airflow and even the physics of how air circulates.

My first few costumes were made with a lot of help from these friends (all master costumers). The first few were disastrous "learning experiences". Steele (from "Balto") was the first "solo" creation I was proud of.

I am glad I was able to help push the envelope of costume construction by introducing such things to the fandom as unitard-based musclesuits, faux jack legs techniques, taxidermy eyes, effective adhesives (Barge, Fastbond 2000), costume hygiene (Endbac II), exotic foams (evac and reticulated) and other techniques. I learned some of these techniques from the generous teachings of experienced professionals and friends; I am glad to repay their generosity in turn by passing these on to others. I am particularly proud of the techniques I furthered using hoods (sometimes called balaclavas) to build smaller, more proportional masks.

Contrary to popular belief, I am not *always* making a mess of foam shavings and fur. I have two border collies whom I adore: both of which need much attention and "enrichment" (or they make their own!). When Los Angeles isn't a hellish furnace of heat and smog, I hike the local trails and canyons. I'm keenly interested in folklore and storytelling. I do work with border collie adoption groups, enjoy manga and anime (leading to cosplay!) and still love monster movies and Japanese action shows. Oh, and I have a day job (yay). Anything else – you'll have to ask me!

## Steve Gallacci

### A Founding Father!

Steven A. Gallacci (born 1955) is best known for creating and publishing *Albedo Anthropomorphics*, a black and white alternative comic containing anthropomorphic characters, which has been considered a major factor in the origins of furry fandom.

Gallacci spent six years in the US Air Force as a graphics specialist, including a tour of duty in Germany. After leaving the military, Gallacci started *Albedo* under his own *Thoughts & Images* im-

print. First published in 1983, *Albedo* is still being produced as of 2005 (under the *Shanda Fantasy Arts* imprint). Among some of the story lines that have appeared in *Albedo* are Gallacci's own *Erma Felna: EDF*, a military sci-fi epic featuring some elements of political intrigue, and Stan Sakai's *Usagi Yojimbo*, which first appeared in the infamously rare *Albedo* #2.

Gallacci also worked on *Fusion*, a SF adventure comic from *Eclipse Comics*. Lela Dowling co-authored the artwork and Steve Barnes drafted the first issues, though Gallacci would write most of the later ones with Lex Nakashima. He also created *Birthright*, an indirect sequel to *Erma Felna*, serialized in the *Fantagraphics* title *Critters*.

Other cartoon material includes doing art for episodes of Elin Winkler's *Tales of the Fehnnik*, published by *Radio Comix*, and short bits for Ken Fletcher's *Spontoon* fanzine.

He has also done science fiction art and Illustration since the late '70s, as well as straight technical/commercial illustration.

Steve lives in Seattle with his wife of many years, the long time SF and Media fan Beverley Clark, and two dogs.

## Alexander James Adams
## The Heir!

Alexander James Adams is an American singer, musician and songwriter in the Celtic and World music genres, who has taken on the formidable task to preserve and carry on the legacy of Heather Alexander.

Alec is going to perform an afternoon solo concert at Eurofurence, and will also take part as a guest musician in the upcoming "fauna project" concert event!

ConFuzzled
June 20th - 23rd, 2008
At the 4 Star International Youth Hostel
Manchester,
England.
yha
We're "Making Pawprints Into History" as ConFuzzled is Britain's pioneering furry convention.
Our passion for the fandom is something we want you to be a part of. ConFuzzled includes charitable benefits, special interest seminars, art shows and general social activities.
Art Shows - Costuming - Dealers' Den
Gaming - Music Events - Social Dances - Video Gaming
And many more events to be announced!
Special Offer!
Every attendee of EuroFurence who registers for ConFuzzled receives a free gift at the ConFuzzled opening ceremony. However, places are limited!
All of the ConFuzzled membership rates include accomodation, registration AND meals.
All inclusive prices!
Standard Membership
£170 (€253 approx)
Sponsor Membership
(includes t-shirt + extras):
£210 (€312 approx)
mail: info@confuzzled.org.uk
web: www.confuzzled.org.uk

# Charity

## “Waldzoo Offenbach” Raccoon Project

Hello and thank you for your interest in this project! My name is chibirisu and I’d like to introduce you to our project and the “Waldzoo”.

The “Waldzoo Offenbach” is a private zoo, founded in 1964 by a ranger who took care of injured animals. We keep the zoo afloat with the help of volunteers, getting a little support from the administration of the community (which is helping us a bit, but it is never enough), and through our sponsors and other donators. We’d like to say thanks to our visitors who are helping the most, not only by visiting but also by donating food for our animals.

The zoo has been a center of attraction for young and old for many decades. Especially the children have fun being close to the animals.

We’re working together with other zoos and exchange various animals, e.g. sheep, goats or kangaroos. Most of our animals were given away from private owners. Sometimes the police, the fire department, and veterinarians ask us for help.

Unfortunately, we also have abandoned animals sitting in front of our entrance from time to time, but we take care of all animals which need our help.

From time to time we experience surprises, like in the 70s, when the “Waldzoo” was given a llama as present from the famous Mr. Grzimek from the Zoo Frankfurt. Sadly, the llama “Eduard” died from old age in October, 2004.

At the end of the 90s, the zoo had not been modernized for some years by the previous owner, who couldn’t raise the funds to perform the needed renovation. Since that time the administration was adopted by a committed young woman, who tries to do her very best for the animals. Some things have already been improved, but many projects have yet to be done. The money from the entrance fees are just enough for the bare necessities. Al-

most all the other ventures have to be financed through donations. Many projects have already been realized: the parrots, the cockatiels, and all the other exotics have a new home. The kangaroos and the maras have a nicer and bigger area, the highland cows got a new ring fence, and many other things were enhanced.

Our raccoons are very well known by the visitors. For many years they have been our drawing card, and they grew close to our heart too. Our old raccoon “Will” was brought to us by the fire department some years ago. He was held in a small conservatory, so we can’t reintroduce him to the wild again.

Four siblings (Camilla, DonCarlos, DonPepone and DonDiego) were brought to us from the Spessart at the end of May 2006. Their mother settled

down in a roof truss with her family. Unfortunately two of them were injured. One had a broken leg and another one had broken nose. They had their home here in the “Waldzoo” for many months, but they aren’t with us anymore.

Unfortunately we had some problems with the raccoon enclosure from time to time. It is too small and inadequately equipped to give the raccoons enough occupation possibilities. That’s why we wish to renew the enclosure. The raccoons badly need more space and opportunities for climbing. This project will require a lot of money, because we need to purchase expensive materials.

Circumstances currently allow only one racoon

to stay, but we hope that four or five raccoons can find a new home here soon. However, we want to rebuild the enclosure properly first before we can take care of more raccoons again.

Some details on this project :

The current enclosure is too small and too low. It is necessary to give the raccoons more space

and a more natural surrounding. So far this is beyond our means.

The ring fence consists of wire netting and is nibbled by the raccoons again and again. This can lead to severe injuries. Furthermore, almost everything is made of concrete and stone.

The older part of the enclosure should be knocked down completely, the newer part partially. A strong grate 3-4 meters high should replace the wire netting, and should also afford the racoons some climbing possibilities. The concrete ground should be filled up with a kind of sawdust. Furthermore some big trunks should be added for hiding, and a watercourse for bathing and playing. The

previous parting will be removed later to form one big enclosure.

A lot of work is waiting for us, and a lot of money for the material is needed. Every little bit of support helps us with our project, so the raccoons can look forward to a better living.

You can find further information about the zoo on our website. Feel free to contact us via email or on ICQ or any way you know and like.

Internet: www.waldzoo-offenbach.de
Email : chibirisu@waldzoo-offenbach.de
ICQ contact to chibirisu: 303 853 267

# Commissioning Dar'Rushk

***By Aetobatus***

Well over a year ago, I came to a realization, and that was that I wasn't likely to complete a fursuit any time soon. It's not a matter of ability, desire, or anything along those lines. Instead, it was purely an issue of finding the time to work on anything new.

So I finally made the decision to bite the bullet and commission a costume. I took a different approach than most people, though; I decided on who was going to build the commission before even considering what I was going to have built. I came up with a list of half a dozen or so builders, focusing on people who worked on either highly realistic or highly artistic creations. One name filtered to the top of that list and stayed there through my decision. I was going to approach Lance Ikegawa to construct... Well, to construct *something* for me.

I knew that Frysco has a couple of creations from Lance, and he and I speak regularly, so I let him in on the plans even before I'd spoken to Lance. He knew Lance's styles better than I, so I bounced ideas off him as I went through ideas of critters to have built. Early in the process, I decided to go with something from mythology, rather than a "natural" animal or something from anime or other fiction. I spent weeks scouring bestiaries online, looking for the right beast. I don't remember exactly, but somewhere in that process, either myself or Frysco stumbled on a picture of a Manticore, not quite traditional, but with a lion instead of human head. So, a few weeks before Further Confusion 2006, I had my builder in mind, a creature to create, and a deadline for completion: first preliminary viewing at MFF 2006, with the official debut at FC 2007.

At some point during the con, I stopped by Lance's table in the dealer's room, and told him I'd like to "talk about some potential business" with him over dinner. We agreed to meet Sunday night at Spencer's, and he, Frysco, and myself sat down over a wonderful steak dinner. *(Hint #1: When approaching someone for a big project, professionalism is key. "Business over meals" is common in the professional world, and leaves a good first impact on the other party, especially as the quality of the meal goes up.)* We left the meal with a handshake agreement, to be finalized once I got concept art into his hands.

***Concept art***

Next up, I had to find the right artist to do the concept art. There is certainly no shortage of artists in the furry community who would happily take on such a commission, and Lance referred me to a few. As I searched for images of Manticores to help me try and visualize what I wanted, one image struck me as wonderfully rendered, with some subtle details which really could translate well to a bipedal, lion-headed beast. Almost as soon as I found the image, I contacted Britt Martin, the artist, and asked if he would be willing to take on a commission to do three or four full-color pieces as concepts for the project. He found the project interesting, and we quickly agreed on the terms of the work, but he couldn't start for around a month, as he had another large project he had to finish first.

For the next month, I continued to research design details, for everything from coloration to tail design to whether or not he got wings (Lance and I had left that detail unresolved in the first meeting).

Final decisions: more red than a real lion, but not really a bright-red, scorpion-style tail rather than a mammal tail with stinger at the end, and large, leathern wings not designed to extend, so we could go more with an artistic than mechanical look. *(Hint #2: Design your concept to the builder. Lance is a wonderful artist, and by going with non-opening wings, he was able to take artistic liberties he couldn't take with ones which opened.)*

As soon as he was finished with his other project, Britt started to send me some rough sketches of the concept. We spent a while detailing out how the tail merged into the body, how the tail would appear (being not quite an exact version of a scorpion, but a somewhat stylized version), the size of the wings, etc... Color pieces followed, and we spent a while hashing out the exact colors of the body. Britt was wonderful to work with, and I can't speak highly enough of his willingness to dig into the details of coloration, bone structure, and all other aspects of the creature. I'd explained to him how the false-digitigrade legs work, and he kept that in mind drawing the art, making sure it would work with a human body inside. *(Hint #3: Even though the concept art only costs a fraction of what the completed costume costs, it's an all-important step in the process. Don't skimp on the art, or it will show in the final product.)*

***Starting the project***

Sometime in April I emailed the full suite of concept art to Lance, we discussed some final details, and a week or so later, I got an envelope in the mail with a signed contract. I co-signed the contract, mailed it back to him, and the project was officially underway. *(Hint #4: Contracts are your friend. Lance insisted on it, and had he not, I would have. I trust him and he trusts me, but it's just like the old saying, "Good fences make good neighbors." If there's a contract, there's no question on what the expectations are, and if there is any disagreement, there's something to resolve that.)*

Before Lance could start any work, he needed measurements and a duct-tape dummy to get my exact sizing, since I live far away and in-person fittings are difficult. Robert King got brought in on the project, and helped out with the dummy and taking a standard set of measurements. Those, too, got shipped off to Lance, and my enthusiasm for the project grew a few steps.

It was frighteningly difficult not to email Lance every day (hell, every hour) with a message asking, "how are things going now?" In any project of this scale, there's a ton of "slow work." By this, I mean the brainstorm of techniques, the acquisition of materials, and in a case like this, the work with National Fiber Technology for the custom fur used in the suit. Without Lance even having to tell me, I knew it would seem as if the project wasn't making any progress for at least a month as these details worked themselves out.

A bit later, a FedEx box arrived on my front porch. In it were a bunch of fur samples with different details in the coloration, fur length, and even material of fur. I laid these out on my floor, took pictures of them all, and spent about a week examining them.

As a side note, there was nothing quite as amazing as getting those 2" or 3" square fur samples, holding them, and suddenly realizing... They're stretchy! I probably spent five minutes with one of the samples I knew I wasn't going to select, just stretching the fur, and watching how it reacted.

***Delivery***

I keep referring to mailing or talking to "Lance" in making this project, but that's not really fair. I'm really working with LX, Ltd. Lance works with a

few other people, including Lynette, in Indiana, who does a lot of the design and tailoring of the body suits. Rather than ship the body back and forth before MFF (trust me, shipping this beast isn't cheap), Lance flew out to Indiana the week before MFF to do the final assembly with her. He couldn't make MFF due to a conflict, but the Wednesday before the con, she drove to my house in the Chicago suburbs, and we spent the evening doing the final fitting. In what seemed amazing to me, based only on a few measurements and a duct-tape dummy, the body fit like a glove. Even more amazingly, with nothing more than a cap measure, the head not only fits perfectly, but the tiny openings for the eyes line up exactly with my own. I still don't know how he did that bit of magic.

As Lynette carried the parts in and we laid them out on the floor of the living room, I suspect I was just looking down at them in a mix of awe and shock. I'd printed out 8×10's of the concept art on photo paper, and had them sitting next to where we were laying out the body. When I held up the head and compared it to the concept art, I know I stood in awe. The likeness was bordering on uncanny.

I put the costume on that night, pulled out one of the werewolf's swords, and did some poses in my living room. Somehow, I don't know how, I wasn't bouncing off the walls as I looked at myself in the mirror and in the pictures Lynette took. She left the next morning, without having to make a single adjustment to the fit, and I had to figure out how to get the beast onto site at MFF without being noticed.

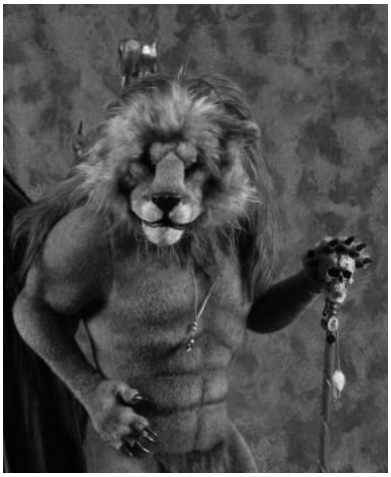
***The pre-debut debut.***

Getting him into MFF was actually quite easy. I hid him in plain sight. I had a box almost large enough for the wings, so I wrapped them in an old bedsheet and just carried them wrapped up making no attempt to hide them. I typically carry enough AV gear or stuff for my other suits onto site, me carrying big boxes is nothing unusual, so I don't think anyone noticed anything. Robert and Frysco helped me get into suit late Thursday night, and I did a quick walk-around the con. I didn't bring the sword, since that's a guaranteed way to reveal who I was, but the lack of anything to do with my hands added to the problem I was having of moving too much like my other costumes. Virtually everyone who saw me and who knows me well immediately figured out who I was. Thankfully, while they knew, as far as I know, everyone respected my desire to remain hidden until FC. I made a total of three trips out that weekend, each time growing more comfortable in the costume, and gradually becoming less "Aeto-ish" in my movements.

The official debut of the costume was slated for FC2007. This was for a few of reasons; first, the delivery of the suit was always listed as "due by FC2007, or by MFF2006 if possible." Lance made the MFF delivery, for which I am thankful beyond measure, but he could have missed it had things gotten overly busy. Second, I wanted a chance to wear the suit during less "visible" times. I tried to keep my outings at MFF away from big events so I could try and get a handle on the character the costume demands, as well as to be prepared for an emergency retreat to my sleeping room should something unexpectedly fail in a catastrophic way. Finally, FC has always been my "home con," even if I live closer to MFF.

***Further Confusion 2007.***

I shipped the costume to the con ahead of time; it arrived on the main stage Thursday night, and I got a couple of final bits from Lance on Friday as the dealer's room opened. Further Confusion could have been a disaster for me; I was one of the two people running programming this year, and had any emergencies come up where I couldn't make it out in costume, I think I would have popped. Luckily my co-director of programming took over much of the time, and I was able to be derelict in my duties and turn into some horrible beast from your worst nightmares (or, perhaps best fantasies, depending on who you are). I figure I spent around 10 hours throughout the weekend wandering the halls as Dar'Rushk, and another few in costume in connection to the Masquerade, in which he competed.



Inherently, I don't like masquerades. Or, more correctly, I don't like competing in them. This was my first time on stage at FC in a few years. Given how much I do on stage at MFF, I was surprised when, the night before, I couldn't sleep a wink, because of nerves. I was very dry and uninspired on stage I am sure, but the costume took first place in the professional division. Frysco, who was as active and involved in the costume on stage as I was unconnected, took Best of Show.

I did finally find the character briefly during the weekend. I was back to traditional Aeto moves at the time, but modified enough (I hope) to give the character some uniqueness from my others. After the fursuit parade, we met up at the convention entrance. After the huge group photo (287 fursuits, as the final tally!), the critters started to scatter, but I wondered over to LindZ's robotic giraffe (if you didn't see it, you missed something quite impressive). Reaching up, I played "cat swatting a toy," and LindZ played along, lowering the head down. I spent a few minutes circling it, examining it, trying to move to the beat of the music playing. I knew as I moved there was a circle around me, tons of cameras going, and I didn't want to completely hog the spotlight, so moved off.

Alas, as I did, CatCoon was there, waiting for me. For some reason, whenever we meet, we get into a fight. I raised my staff, he raised his sword, and we circled for a few moments, with some bit of music playing in the background perfectly suited to that sort of combat. If anything, with the two of us fighting, we were more in the spotlight than before, and it felt like the "combat" went on for 5 or 10 minutes. As we circled, I fell more and more into the feel of the suit, and I could tell how the wings and tail moved as I did. As the truce fell, I turned to the giraffe, trying to mount a group attack on it, but I think the CatCoon chickened out on attacking something so big and scary...

***The reward.***

Presenting the costume at Further Confusion was every bit as emotionally rewarding as the very first time I walked out in costume. I certainly have the feel that this wasn't just a costume at the con, but was, at least to a fair selection of the attendees, the costume of the con. To this day, when I look at it, or at myself wearing it in a mirror, I can't believe my eyes. From the first gleam of a project in my mind to the final, public debut of the suit was something like 16 months, and keeping myself from giving hints that something was being built for me, even leaving out what it was or who was building took every bit of willpower I have. The day I walked onto site at FC, the secret was officially done.

To be able to actually talk about the costume to people felt wonderful. When I finally got into

costume, the rewards of seeing the reactions and generally watching people's jaws drop was a bigger reward than I would have ever imagined 16 months ago.

I was unsure about how I'd feel about a commissioned costume when I started the process of getting the commission. When people give me compliments, I still feel very self-conscious. I want to say, "I didn't make this, compliment Lance." More than any other costume, I almost feel guilty if I don't give the level of performance (be it on stage or in hallways) this moving work of art deserves. As I get used to the suit, I know I get better, though. I'll tell anyone now, there's nothing like wearing a costume like this, even if you didn't build it yourself. To Lance and Lynette, I can only say, I feel honored to be able to wear Dar'Rushk, and I mean that from the bottom of my heart. He's a masterpiece, and I think you've outdone yourselves.

***August 7, 2007***

It's now just under a month away from Eurofurence, and I'm getting making the final plans on how to get Dar'Rushk out to Europe for the convention. If all goes well, around the time you're reading this, the manticore will be somewhere not too far away.

It's been almost a year since he was delivered, just before Midwest Furfest. The initial shock of getting him has finally worn off, but I still look at pictures of him, and can't entirely believe it's me in there. As I hinted above, I never really had a close feeling for manticores before, yet I've really fallen into the character since I've had the costume. I've made nearly a dozen cons in the costume now, and every one has been a huge amount of fun. At all of the cons, he's been well received, be them furry events, CostumeCon, hard science fiction cons, or even gaming cons.

After this time has gone by, would I do it again? The answer is still a definite yes. At the same time, It has kept my desires up to get back to work on my own projects. My biggest question now, if I ever decide to try something like this again, is a simple one which I have no good answer for yet. "What creature should it be?"

# From Concept to Costume

***By Lance Ikegawa***

My first step is to work with an artist on the design of the character. This is important because without a good design to refer to there is a good chance that the costume design will "drift" and the final result will not be what you intended. With a good set of turnarounds, I can continuously compare and tweak the build so that the end result is exactly like the original design. There have been times when I got into a building frenzy and neglected to check and compare…and I had to tear the piece down to the basics again or even start over.

"Drift" is sometimes so subtle that it isn't noticed, as it can be just a curve which is a 'bit' off or a muzzle is just a half-inch too long. All of these things are additive over the build. For instance, if the muzzle is just a tad too long, the nose ends up just a little bigger and that makes the eyes look too small, so that gets bigger and so forth, until you're finished and the head is twice as large as you intended.

Once I have a good set of turn-arounds or a model sheet for the character, the next step is to get the rough shape of the head and body designed. This stage consists of a huge pile of paper patterns and cheap foam tests, because both are cheap compared to the price of the final foam.

Paper patterns are an inexpensive way to get the basic shapes down. The examples shown are for a different project, but the process is still the same: cut out rough designs on paper and tape or pin them together to see if the right shapes are being formed. With sheet-foam building one often finds that the two-dimensional shape bears little resemblance to the final three-dimensional shape. I make notes on the test piece and cut out a new one, repeating until the piece works. Anyone who has used duct tape to pull a pattern (whether from a duct tape dummy or directly off the final carved shape) has seen this.

Once I am happy with the basic paper pattern, the next step is to copy those patterns onto pat-

tern foam (any cheap foam of a similar thickness to your final foam sheets). These are then cut out and glued together. Adjustments are made, since the thicker foam will bend and fit differently than a paper pattern. On large costumes I make smaller pattern tests and when these look good, I either enlarge them on a copier or just use simple math to make the larger final pattern pieces.

The next step is to make the pieces out of the final foam material. Depending on the material the head (or body) is to be covered with, I use either evac foam (a closed-cell foam) or a regular open-celled foam. Evac is better for stretchy materials (NFT, spandex, velour, etc.) as this type is rigid enough to hold their shape when you stretch the material over them. For non-stretch furs and materials, I often use regular foams because they feel better.

The photos show evac-foam construction because it is easier to see the process. I cut them on either a band saw or reciprocal saw (jigsaw) to get nice, straight edges. If you have a steady hand, you can just as easily use safety razor blades or an electric knife to cut the pieces.

The key at this stage is to make sure that each piece is symmetrical. If the pieces are even a bit lopsided, the final mask will be even more lopsided (as the error adds to itself as you progress). Of all the difficult steps, keeping the whole head symmetrical is the most tedious and the most important. Nothing is more noticeable or wastes your hard work like a lop-sided head. I use Barge (a leather adhesive) to glue the foam, though 3-M's Fastbond 2000 is far less toxic; other people prefer different adhesives (spray glues, contact adhesives – use whatever you have access to or glues you're comfortable with).

Once the basic structure is finished, detail and expression are added. I use razor blades and a dremel for most of the detailing. I burn out a dremel every two or three costumes from the torture I put the poor things through. The foam dust is everywhere even when using a dust collector, so be sure to wear a dust mask.

Remember to have some of the final fur or covering material on hand: you will need to make the head thinner (or exaggerate features) depending on the thickness of this material. Pinning the fur on the sculpture will give you an idea of what the final covered head will look like. I've seen sculptures that are gorgeous at this (furless) stage, only to have all those details disappear under a layer of fur. This is also the stage where eyes (taxidermy, in this example) and other details like noses and lips are painted or covered.

Covering the head is pretty standard fabric draping: use either scrap material or duct tape to make the pattern, then cut the fur out and lay it on the sculpture. Remember to leave a seam allowance depending on whether you are sewing the fur or simply gluing it down. Also, note on the pattern pieces which direction you want the fur to lay. It's

important to remember when you cut the fur: don't try to save fur by fitting the pattern pieces together like a puzzle or you may find your head looking scruffy – with fur going in all directions!

Once the head is covered, I trim the fur down with pet clippers and generally clean up the profile. The next stage is airbrushing in detail and color. You can see from the before-and-after shots of the Manticore how much a little color can help bring out detail and make the head come alive! While the "before" looks pretty nice, look at how vibrant the head looks after the detailing. I use leather dyes almost exclusively as they don't noticeably change the texture of the fur. For a compressor, I use an Iwata Smartjet: this is a very small, quiet compressor that shuts off when not needed (the Sprintjet is slightly cheaper and just as good). You can use any source for the compressed air as long as you can stick a regulator on it. I have a tank of Co2 that I sometimes use and I've known people who use dive-tanks for this (though dive tanks don't hold a lot of air). For the airbrush, I use a single-action Paasche with a coarse tip (because finer tips will clog with leather dyes).

Making the musclesuit is a little easier because you don't need to create a support structure for the muscles. The human body is a nice, strong structure to build up on. In order for the costume to be as cool as possible, I build on a spandex unitard that I have vented by cutting large holes that are covered with a wide mesh cloth. In keeping with the goal of making this as comfortable a costume as possible, I use little or no glue to attach the muscles. Instead, I carve the individual muscles and then attaching each one to the unitard by a spandex cover. These covers are each hand sewn onto the body: on a complicated muscle-suit, I have used up a 300-yard roll of thread hand-sewing all these muscles on. Tedious work, but these musclesuits "breathe" as the performer moves and walks: the heat build-up is minimal as air is forced in and out.

In making the individual muscles, I consult two main references: "Anatomy for the Artist" and "Atlas of Animal Anatomy for Artists" (Ellenberger, Dittrich & Baum). There are corresponding muscles and bones between animals and humans: the final costume will look and move more realistically if these are replicated as accurately as possible.

Covering the body is similar to head-covering: either drape the body with scrap cloth or make a duct-tape pattern, remembering to mark the direction of the fur. Try make the stitches fall between muscles or at changes in fur color or in areas that won't be seen (between the legs, under the arms, etc. This is where NFT's stretch fur almost pays for itself: you can curve it around muscles and more easily control where the seams are.

Once covered, the body is trimmed and airbrushing is used to bring out detail and add color. Again, you can see how much airbrushing makes the muscles and detail "pop" when accentuated with the airbrush.

And that's pretty much the entire process! What you don't generally see are all the prototypes that I make and don't use; I often end up with enough duplicate parts to make at least one or two full costumes (mutant, irregular costumes, but still). That's the secret to making a spectacular costume: don't be satisfied or lazy with something that's "ok". Don't hesitate to re-do something if it doesn't look right, even if you've put a lot of work into that part. I regularly tear apart nearly-completed heads when I realize that something doesn't look right. At the end of a typical project, I have a pile of paper patterns, bigger piles of foam maquettes and another pile of discarded parts.

*Standard safety warning: Safety goggles are recommended and a respirator rated for organic vapors is a **must** for all the gluing.*

# Art Show and Auction

This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

Now with improved bidding system: Instead of writing on the bid sheets and bidding with your badge number, you will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste it to the bid sheet! You will receive the necessary stickers at the Art Show door, together with a bidding rules sheet and explanations, just in case you've never been to the Show before!

Six bids fill the bid sheet and send the piece to auction. In the voice auction, you will have to defend your selection against other prospective buyers. The exalted Auctioneer is our favorite Uncle Kage. The sky's the limit – but don't bid more than you can afford!

When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. Cash only, please – no plastic. We need to pay the artists!

But there is more! The Art Show and Auction present great *charity items*! Among them are unique, **life-sized stands of furry characters**. See them in the hall – bid on them, and take them home. Bid sheets for those stands which are for sale can be found in the Art Show, and again: six bids send them to auction! (See also page 12 for this year's charity cause.)

**Art Show opening times:**

| | |
|---|---|
| Thursday | 12:00 – 18:00 |
| Friday | 12:00 – 18:00 |

**Art Auction:**

| | |
|---|---|
| Friday | 19:00 – 20:30 (ends as necessary) |

**Art Sales:**

| | |
|---|---|
| Saturday | 12:00 – 17:00 (Public Art Pickup) |
| Saturday | 17:00 – 18:00 (Artists' Payment) |

# Dealers' Den

Our dealers have brought you a vast array of books, comics, and merchandise for furs. This is the opportunity to stock up your reading material, your toys, or your collection.

There will be artists present. Get it from the source! Perhaps this is also the chance to buy an original sketch?

On popular request, the Dealers' Den is open on Saturday, after Friday's Art Auction is done and the bidding is decided. Didn't get your favorite original? Spend your leftover money here and find happiness with a new acquisition!

**Dealers' Den opening times:**

| | |
|---|---|
| Thursday | 12:00 – 18:00 |
| Friday | 12:00 – 18:00 |
| Saturday | 12:00 – 18:00 |

# On Stage!

Eurofurence has prepared a number of classics, new and recurring events for the big stage! Okay, it may not be big enough for Siegfried and Roy, but hey, we don't want to make the tigers disappear! Show, music and dance wait for you.

## The Fursuit Gameshow

*};{, Ysegrim, Furvan, Adrixan, Aetobatus et al.*

The Fursuit Gameshow will be a single elimination tournament with lots of fun and action – for suiters and audience as well. Watch the fuzzy critters in a series of sometimes well-known but paw-proofly adapted games; a challenge of dexterity and creativity in which you can get involved even without a suit of your own.

Thursday, 13:30 – 15:00

## The Fauna Project in Concert

*The Fauna Project*

The "Fauna Project" is an international collaboration of musicians, picking up where "Furry Fantasies" has left off, taking things a step further. The musicial styles and talents have grown up and matured. Be prepared for a true rock concert that'll be both a revival of classics, but also a preview of things to come. The lineup includes our special musicial guest Mr. Alexander James Adams, the band members of last year's concert with Heather Alexander, and many talents from the now defunct Furry Fantasies project. We've got plenty of new music for you, and it's going to ROCK!

Thursday, 19:00 – 21:30

## Fursuit Dance with DJ Rory

*DJ Rory*

This is the fursuit-friendly dance party. Of course you don't need a fursuit to come and party! However, there will be less fog,and we will start at a much slower pace, with a focus on pop, rock and... well, you'll see! Our fursuit support team will provide a "headless" rest area with water and cool air.

This year we welcome our special guest, DJ Rory. Rory has been a professional disc jockey and MC since 1976, and frequent congoers will recognize his name from Anthrocon, where he has been performing for several years in a row, with great success!

Thursday, 22:00 – 01:00 (open end)

## Fur wants to be a Millionaire

*Tigerseye, Akeela, Xan*

Akeela and his crew strike again, giving you for the second time a furry version of the popular quiz show "Who wants to be a millionaire?". Several candidates will have the chance to test their knowledge, and win prizes!

Friday, 15:00 – 16:30

## Kage vs. 2

*Uncle Kage, 2 the Ranting Gryphon*

This event should be more appropriately titled "Clash of the Titans": Uncle Kage and Two the Ranting Gryphon, presenting storytelling and stand up comedy at its best… combined in one big event! Fasten your seatbelts and prepare your laughing muscles for impact, because sometimes, the truth does hurt! The first hour of the show will be dedicated to Uncle Kage, then our Gryphon will take over the stage for another hour. And only your personal deity of choice knows what might happen then...

Friday, 21:00 – 00:00

## Concert: Alexander James Adams

*Alexander James Adams*

By now, many of you know that Heather retired her career in November 2006. However, the spirit of her music and bardic legacy live on in her appointed heir to the Heatherlands: Alexander James Adams. This will be a solo performance of songs from all over the heir's musicial spectrum. Everyone is invited to come and get to know the new presentation of a well-known 'spirit of inspiration'.

Saturday, 12:00 – 13:30

## Stage Fever

*Mystifur, TaniDaReal, o'wolf, Zefiro*

Fursuits are back on stage! Come and see well known costumers, a lot of fursuit newcomers with their brand new suits, and of course our contest winning performers from the previous years.

This year, our performers will take you on a journey through furry life.

We will show you, how furries learn and live. – We will teach you how to meet others and find your one true love. – We will demonstrate how to grow old with dignity and yet have fun. – You will see a fur die and catch a glimpse of the afterlife. – And of course you will see them sing and party. Party on with us: Be there and don't miss out !

Saturday, 15:00 – 16:30

## Pawpet Show: The Unlucky 13

*Cheetah, Eisfuchs, Fairlight, Lynard, et al.*

The Department of Puppetry Entertainment (DoPE) proudly presents another from the universe of LSD (Lionel Scritchie's Dormitory). This time, our friends are taken on a quite unusual trip to sunny, or rather not so sunny Las Vegas. As soon as they arrive, they get entwined in a fantastic story of love, death, conspiracy, and the darkest secrets of "sin city". What is "The Unlucky 13"? What does it all mean? What is behind the facade of pretty lights?

Saturday, 19:00 – 21:30

## Big Blue Dance

*BigBlueFox*

The pawpet show crew has sworn by their mother's graves that they have done their homework, and won't do much overtime this year. We'll do our best to start in time, but even if we're slightly delayed, don't go to bed too early or you might deeply regret it! Our resident DJ BigBlueFox is going to spin the decks, and everyone's invited to join the party and dance their paws off! As always, our fursuit support team will provide a "headless" rest area with water and cool air.

Saturday, 22:00 – 01:00 (open end)

# Off Stage!

## The Campfire

If the weather allows it, we will have a cozy warm campfire for you. Sit outside, sing a song, be happy. Toast a marshmallow.

## Hotel Bar and Restaurant

Food and drink and sociableness. What's more to ask for?

## The Zoo

Too much noise at the bar? Too cold outside to play? Want to have a quiet talk with some friends? Relax at the Zoo, the foyer area in the center of the event rooms. You won't miss a thing here, and you can still relax!

## Video Show

Favorite furry classics and seldomly found exotics are shown on video. Daily program! See the video show timetable for more information.

## Fursuit Lounge

The place to go headless if you are a fursuiter. The lounge holds amenities and supplies for suiters – and of course fans! Go there and let yourself be surprised.

## Hotel Sauna and Pool

Get hot or cool off, as you like it. You may borrow a bath robe for a small fee from the hotel. Lockers can be found in the pool/sauna area.

## Ladies' Night at the Sauna

The hotel will have a sauna evening reserved for the ladies. No, guys, you don't need to apply. The day and time will be announced on location.

# Fursuit Photoshoot

You've always wanted to have some nice photos of your fursuit taken, but you never managed to get an appointment in a photo studio, or you didn't want to carry your suit and the accessories to a studio, or maybe you simply didn't find the right one? There's no need to worry any longer!

Eurofurence brings the photo studio to *you*! All you have to do is to suit up, maybe bring your favorite accessories and some toys and line up with the others for your very own fursuit photoshooting in a professional environment! We can offer some different backgrounds that should nicely fit different fursuit colors, and we will also help you a bit to find the right pose for your photos.

Just like last year, Eurofurence offers a professional photoshooting especially for fursuiters.

If possible, please bring someone with you to help you move around. There's a stairway down into the studio, and we might not have helpers around all the time to keep an eye on you. So, for your comfort and safety, please consider bringing a suitless friend with you.

A few days after Eurofurence is over, you will receive an email with a link to your photos, because we won't have the time to burn everything to DVD during the shooting.

Last year's shooting was quite a success, and so we decided to offer three timeslots this year:

| | |
|---|---|
| Thursday: | 15:00 – 16:30 |
| Friday: | 16:30 – 18:00 |
| Saturday: | 15:00 – 18:00 |

Join us in the "Holli-Club", the room between the SIG rooms "Sachsen2" and "Brandenburg" (see location map).

# Fursuit Parade

The traditional Fursuit Parade – an inherent part of each major furry convention. All suiters join up for a parade through the entire con site (and its surroundings, if the weather permits). We'll stop and linger at the hotel playground for a moment and then continue on to the terrace with its beautiful view over the local woods for the fursuit group photo. The parade starts and ends at the Fursuit Lounge, near the Stage. If you want to take part... make sure you're there in time!

Gathering: Friday, 12:45

Parade: 13:00 – 13:30

# Timetable: Wednesday

| | Meals | Video Show |
|---|---|---|
| 17:00-17:30 | BBQ | |
| 17:30-18:00 | | |
| 18:00-18:30 | | |
| 18:30-19:00 | | |
| 19:00-19:30 | | **Eragon** (1:44) also Sat. 14:30 |
| 19:30-20:00 | | |
| 20:00-20:30 | | |
| 20:30-21:00 | | |
| 21:00-21:30 | | **Yobi the five tailed fox** (1:25) also Fri 22:00 |
| 21:30-22:00 | | |
| 22:00-22:30 | | |
| 22:30-23:00 | | **Underworld** (2:08) |
| 23:00-23:30 | | |
| 23:30-00:00 | | |
| 00:00-00:30 | | |
| 00:30-01:00 | | |

**Opening Ceremonies**
Join us at the Barbecue for the lucky opening ceremonies. It all starts here! Meet all your fellow furs. Bring horseshoes and four leaf clover. Black cats in abundance.

**Art Show Setup**
*Cairyn & Blue_Panther*
Artists are welcome to hang their art as soon as the panels are set up. Register your art, if you have not already done so online, and prepare it for display. Chat with the managers and socialize with your fellow artists.

**Dealer's Den Setup**
*Eisbaer*
Setup for the dealers only. Bring your stuff.

**Important note for setup:**
The final setup times for artists and dealers depend on room availability, physical room preparation, and other factors. Please check the doors at the event location for information about actual (non-crew) setup hours, breaks, or the current whereabouts of the managers.

# Timetable: Thursday

| | Meals | Day Events | | Main Stage (Herbert Roth) | SIG 1 (Niedersachsen) | SIG 2 (Saarland) | SIG 3 (Thüringen) | SIG 4 (Bayern) | Video Show |
|---|---|---|---|---|---|---|---|---|---|
| 10:00-10:30 | Brunch | | | | | | | | Balto 2 (1:12) |
| 10:30-11:00 | | | | | | | | | |
| 11:00-11:30 | | | | | | | | | |
| 11:30-12:00 | | | | | | | | | |
| 12:00-12:30 | | Dealers Den | Art Show | | Game: Super Smash Bros. Tournament | The Plushie Panel | Meet the Guests | What Does Furry Mean to You? | |
| 12:30-13:00 | | | | | | | | | |
| 13:00-13:30 | | | | | | | | | The Fox and the Hound 2 (1:10) also Fri 20:30 |
| 13:30-14:00 | | | | The Fursuit Gameshow | | Steve Gallacci: Character Artwork | | CAcert Key Signing Party | |
| 14:00-14:30 | | | | | | | | | |
| 14:30-15:00 | | | | | | | | | Paprika (1:30) also Sat 19:00 |
| 15:00-15:30 | | | Photo | | Photography Roundtable | Fursuit Building for Beginners | Steve Gallacci: Writing for Comics | | |
| 15:30-16:00 | | | | | | | | | |
| 16:00-16:30 | | | | | | | | | Happy Feet (1:49) also Sat 21:30 |
| 16:30-17:00 | | | | | Furry Esoterics | Lance Ikegawa: Beastly Illusions | | Furry Poetry & Song gone horribly wrong | |
| 17:00-17:30 | Dinner | | | | | | | | |
| 17:30-18:00 | | | | | | | | | |
| 18:00-18:30 | | | | | | | | | |
| 18:30-19:00 | | | | | | | | | |
| 19:00-19:30 | | | | The Fauna Project in Concert | | | | | Treasure Planet (1:31) |
| 19:30-20:00 | | | | | | | | | |
| 20:00-20:30 | | | | | | | | | |
| 20:30-21:00 | | | | | | | | | |
| 21:00-21:30 | | | | | | | | | Narnia (2:08) |
| 21:30-22:00 | | | | | | | | | |
| 22:00-22:30 | | | | Fursuit Dance with DJ Rory (open end) | | | | | |
| 22:30-23:00 | | | | | | | | | |
| 23:00-23:30 | | | | | | | | | |
| 23:30-00:00 | | | | | | | | | |
| 00:00-00:30 | | | | | | | | | |
| 00:30-01:00 | | | | | | | | | |

**The Fursuit Gameshow**
Stage Event – see page 24

**Fursuit Photoshoot**
*Thalian & BigBlueFox*
see page 26

**Super Smash Bros. Tournament**
*Dark Racoon*
I hope you know how to play that game if you want to compete here!

**Photography Roundtable**
*Batian_Lion*
Hands-on class on basic photography, and a contest/picture ranking in the second session. Bring your best own pictues (one to two pictures each)! Presentation/discussion on the first day on those topics:
– What to expect from my camera?
– SLR vs. superzoom vs. compact cam
– Picture composition
– Depth of field or: How do I avoid the fence on the picture?
– Zoom & perspective (separation of object and background)
– Manual vs. automatic settings, or: How to chose the right setting/program!
– Working with flashes

**Furry Esoterics**
*Tyger*
This is a talk and discussion about the animalistic aspects of mythology, theory of the occult, magical practice, animal spirits, animal-shaped entities and therianthropy. Tyger offers both theoretical and practical demonstrations.

**Fursuit Building for Beginners**
*Tioh & Furvan*
A panel designed for beginners. It will show you what you should know about fursuit-building before you get started. From design to several fursuit building techniques. How to plan and build fursuit heads, paws, tails and bodysuits. What materials can be used and which tools are needed. All fursuit builders are welcome to share their own methods and experiences.

**The Plushie Panel**
*Mhisani Leo*
Plushies: What do they mean to you? Do you have one? Do you have many? What types do you have? And what do they mean to you? Come to this discussion group and talk about you and your plushies.. Bring a plush with you if you can for the "Plushfurence group photo!"

**Character Artwork**
*Steve Gallacci*
Steve Gallacci gives an introduction on how to create a character, the necessary basics of media techniques and design criteria.

**Beastly Illusions**
*Lance Ikegawa*
Muscle-suits, jack-legs and magic to hide the human form. How do you take the human form and transform the shallow-chested, flat-footed form into a narrow-chested, digitigrade creature?

**Meet the Guests**
*Uncle Kage*
Steve and Lance are not only long-time influential residents of the furry fandom, they have been friends for decades, and here they are both interviewed by Uncle Kage. Any questions? Why, we hope so!

**Writing for Comics**
*Steve Gallacci*
A general discussion of considerations of writing for comics, with an emphasis on SF/furry stuff.

**What does "furry" mean to you?**
*Tungro*
What does "furry" mean to you? This SIG gives you the opportunity to sit down in a relaxed environment and chat about what it means to you to be "furry". Without any bias or judgements, everyone is welcome to listen and discuss what aspects there are to furry and why certain aspects apply to you. You are not obligated to discuss anything – feel free to come and simply listen to what others have to say, if that is what you prefer.

**BOF: CAcert assurance and PGP key signing**
*o'wolf*
CAcert is a non-profit organization which issues free X.509 (TLS/SSL) certificates for servers and persons. These can be used as a proof of identity for websites or persons sending e-mail. To build trust in the identity of the person requesting a certificate, a network of assurers build a web of trust. This BOF event brings together CAcert assurers and new users who want to get such a certificate or become assurers themselves. Additionally, we can sign each others PGP keys. Please bring two official IDs, at least one of them has to be a photo ID (for example, national ID card, passport or drivers license.)

**The Fauna Project in Concert**
Stage Event – see page 24

**Furry Poetry & Song, Gone Horribly Wrong**
*ANTIcarrot*
Come along! Sing songs! Help raise money for a worthy cause! Laughing at your fellow tongue tied victims! For those who came along to EF9, it's the same event, only this time you're being recorded, and the disc put up for auction! Another difference is that this year I've found some short songs in foreign languages. No, not French or German. *Really* foreign languages. So no one gets off lightly this year! And though it's last minute, if at all possible, I'll also try and find some clean songs as well...

**Fursuit Dance with DJ Rory**
DJ Rory
Stage Event – see page 24

# Timetable: Friday

| | Meals | Day Events | Main Stage (Herbert Roth) | SIG 1 (Niedersachsen) | SIG 2 (Saarland) | SIG 3 (Thüringen) | SIG 4 (Bayern) | Video Show |
|---|---|---|---|---|---|---|---|---|
| 10:00-10:30 | Brunch | | | | | | | Stormy Night (1:50) |
| 10:30-11:00 | | | | | | | | |
| 11:00-11:30 | | | | | | | | |
| 11:30-12:00 | | | | | | | | |
| 12:00-12:30 | | Dealers Den | | Your First Life: Social Competence | Steve Gallacci: Creating Albedo | | Game: Five Card Draw & Texas Hold 'em Poker | |
| 12:30-13:00 | | | Fursuit Parade | | | | | |
| 13:00-13:30 | | | | | | | | Brother Bear 2 (1:14) |
| 13:30-14:00 | | | | Pimp my Picture (Art-work SIG) | | The Furry Music Café | | |
| 14:00-14:30 | | | | | | | | |
| 14:30-15:00 | | | | | | | | Cars (1:56) |
| 15:00-15:30 | | | Game Show: Fur wants to be a Millionaire? | | Lance Ikegawa: Exotic Materials | | Steve Gallacci: Comic Book Illustration | |
| 15:30-16:00 | | | | | | | | |
| 16:00-16:30 | | | | | | | | |
| 16:30-17:00 | | Photo | | Furries in the News | Fursuit Anima-tronics | Sculpting & Modeling | Writer's Workshop | Madagascar (1:30) |
| 17:00-17:30 | Dinner | Art Show | | | | | | |
| 17:30-18:00 | | | | | | | | |
| 18:00-18:30 | | | | | | | | |
| 18:30-19:00 | | | | | | | | |
| 19:00-19:30 | | | Art Auction | | | | | Open Season (1:26) |
| 19:30-20:00 | | | | | | | | |
| 20:00-20:30 | | | | | | | | The Fox and the Hound 2 (1:10) also Th 13:00 |
| 20:30-21:00 | | | | | | | | |
| 21:00-21:30 | | | Uncle Kage vs. 2 the Ranting Gryphon | | | | | Yobi the five tailed Fox (1:25) also We 21:00 |
| 21:30-22:00 | | | | | | | | |
| 22:00-22:30 | | | | | | | | |
| 22:30-23:00 | | | | | | | | |
| 23:00-23:30 | | | | | | | | |
| 23:30-00:00 | | | | | | | | |
| 00:00-00:30 | | | | | | | | |
| 00:30-01:00 | | | | | | | | |

**Fursuit Parade**
see page 26

**Game Show: Fur wants to be a Millionaire**
Stage Event – see page 24

**Fursuit Photoshoot**
*Thalian & BigBlueFox*
see page 26

**Your First Life:**
**Brush up your social competence IRL**
*Rhondil*
Have you ever felt to be locked inside a fantasy world where everything is possible, except escaping from it? Did you ever experience strange reactions when you tried to click somewhere on a real person that you came across? Could you meanwhile manage to nourish yourself just from points, tokens and concentrated proteins instead of ordinary food? Do people look weird at you when you utter shortcut commands at them? Have you ever experienced strong verbal/non-verbal reactions after confronting a RL person, while you expected him/her simply logging off or disappearing?
If you can answer at least one of these questions with “yes”, you might have a significant benefit from attending this seminar. If not, you just might have fun by – RL role playing – talking about funny and frustrating RL experiences – discovering new ways of dealing with people – learn something about the magic of non-verbal communication – experiment with verbal communication, too – hear something about the psychology of role playing and immersion (i.e. totally ‘inside’ a system where perception of the environment is blocked out) – joined reflection about aspects of addiction Depending upon the structure of the attending furs we can focus on different topics, like – courtship behaviour – how to express yourself and your feelings – getting things done – And more…

**Pimp my Picture**
*Bander & Blue_Panther*
Pimp my Picture – JPEG, CMYK, HTML and other four-letter words
Bander and Blue_Panther explain the theory and practice of publishing on paper and monitor; why your scanner eats your pencil sketches and why your image never looks quite the same printed out as it does on your screen.

**Furries in the News**
*o’wolf*
For a few years the furry fandom has expierenced an increase of awareness from mainstream media. This already has lead to various reports of great variety on topics, objectives and quality. As the fandom is still growing the frequency of media requests will increase and we have to handle these in a competent way. The SIG will give an overview on what the press expects, the requests Eurofurence has received in the past, the reaction to them and a strategy to build up media relations which help us to maintain an excellent reputation among journalists as well as their audience.

**Creating Albedo**
*Steve Gallacci*
Writing Albedo, how, what, why. An introduction to Steve Gallaci’s groundbreaking comic book series, and his work in general.

**Exotic Materials**
*Lance Ikegawa*
Using modern materials and unusual sources to construct costumes. From a variety of “foams” to custom furs: using these to achieve the effect you want. How to find these materials. Ever wonder what National Fiber Technologies “stretch” furs are like? Check it out here!

**Fursuit Animatronics**
*Furvan & Tioh*
Furvan and Tioh will show you how to animate features on fursuits using different methods. From the low tech approach (manually) to self-build hard- and software (servos and microcontroller). For example animated ears, eyelids, eyebrows, muzzle, tail...

**Furry Music Café**
*Chama & Alpha_Ki*
Welcome back to the Furry Music Café, the cozy event with cookies and coffee, music and a relaxed atmosphere. There will be new songs and

some old ones, improv and... well, let's see. We also do music requests if we know the songs, and of course, should you wish to perform something, you're very welcome.

**Sculpting and Modelling**
*Akeyla*
Learn the basics about polymer and sculpt your own little figurine. After an introduction into the options polymer clay has and an anatomy basic you will learn how to sculpt a standing quadruped, a humanoid figure, how to make scales, fur, feathers, wings, how to bring life into a piece of clay. After this instructions you will sculpt your own little figurine after your ideas and for you to bring home.
This SIG has a total of 12 places for sculpting, they have been previously reserved (Eurofurence newsletter). You are however very welcome to come and watch and ask questions. There may be only 12 seats and 12 polymer places, but I will do my best to include the audience.
Tutorial is planned as a 1-2 hour instruction (open end) and is for both beginners and people who have previously worked with clay/polymer/art.

# Internet Access

This year, free wifi access to the Internet will be provided. However, due to the large scale of the hotel, we cannot cover the entire building.

We're going to provide wifi in the lobby, the terrace and the convention center as good as possible; however, we won't be available 24/7 in case someone can't connect on the restroom.

Due to bandwidth limitations, access will be limited to standard internet, such as web, mail, SSH and IRC.

Please remember that FurAffinity does not encrypt transmission for passwords. :)

SSID: Eurofurence.public
WPA-PSK: viva-las-vegas

**Poker**
*};{*
Classic Five Card Draw or Texas Hold 'em Poker.

**Comic Book Illustration**
*Steve Gallacci*
Steve Gallacci discusses aspects of doing comic/sequencial illustration. How to plan out your artwork and story, how to get the pacing right, and the basics of comic book design and layout.

**Writer's Workshop**
*ANTIcarrot*
Have you written before? Would you like to learn what it takes? Novices and experienced writers are both welcome. Take part in a discussion on the fandom's shortest story and a round table discussion on the problems writers face. Come along. Ask questions. Get answers. Have fun and learn something.

**Uncle Kage vs. 2 the Ranting Gryphon**
Stage Event – see page 24

# Radio Channel Warning

Please note: The convention staff uses PMR radios for communication. Channels 4 to 8 are reserved for convention purposes and not available for the public. Do not interfere with staff communications. Thank you!

# Ursa Major Awards

The Ursa Major Awards are presented annually for excellence in the furry arts. The recipients are nominated by the fans, and the winners are chosen by the fans! The winners for movie, series, novel, story, comic book, comic strip, 'zine, other literary work, and game were announced earlier at Califur 3. For a complete list of winners, go to: www.ursamajorawards.org.
Next year's award presentation will be at Morphicon 2008! Nominations begin January 24, 2008.

Seen something this year you think might be a candidate for the next awards? Then recommend them! The annual Recommended Furry Reading List is open for all Furry fans to recommend the best anthropomorphic movies, TV series, novels, artwork, games, et cetera published during 2007. The list helps other fans find gems they might otherwise miss. The list can also be a guide to help fans nominate candidates for the next awards. Please send your recommendations through the end of 2007 to:
recommended@ursamajorawards.org

The Ursa Major Awards are presented by the Anthropomorphic Literature and Arts Association (ALAA), a membership organization dedicated to promoting anthropomorphic literature and arts through such projects as the Recommended Furry Reading List and the Ursa Major Award. Discussions are currently taking place to improve their effectiveness and expand their presence throughout Furry fandom. All suggestions are invited. See the Ursa Major web site for more information.

www.ursamajorawards.org

# Timetable: Saturday

| | Meals | Day Events | | Main Stage (Herbert Roth) | SIG 1 (Niedersachsen) | SIG 2 (Saarland) | SIG 3 (Thüringen) | SIG 4 (Bayern) | Video Show |
|---|---|---|---|---|---|---|---|---|---|
| 10:00-10:30 | Brunch | | | | | | | | Ice Age 2: The Melt-down (1:31) |
| 10:30-11:00 | | | | | | | | | |
| 11:00-11:30 | | | | | | | | | |
| 11:30-12:00 | | | | | | | | | |
| 12:00-12:30 | | Dealers Den | Art Sales | Concert: Alexander James Adams | Second Life | Cheating at Costume Construc-tion | | Game: Werewolves of Miller's Hollow | |
| 12:30-13:00 | | | | | | | | | |
| 13:00-13:30 | | | | | | | | | Over the Hedge (1:23) |
| 13:30-14:00 | | | | | Photography Roundtable Part 2 | Stories from the Sanctuary | Furry Theater Improv Workshop | | |
| 14:00-14:30 | | | | | | | | | |
| 14:30-15:00 | | | | | | | | | Eragon (1:44) also We 19:00 |
| 15:00-15:30 | | | Photo | Stage Fever | | S.Gallacci: The Origin of the Fandom | Soapstone Carving | | |
| 15:30-16:00 | | | | | | | | | |
| 16:00-16:30 | | | | | | | | | |
| 16:30-17:00 | | | | | Composing & Home Recording | L.Ikegawa: Sheet Foam Construc-tion | | 90 Minutes of German | |
| 17:00-17:30 | Dinner | | | | | | | | |
| 17:30-18:00 | | | | | | | | | |
| 18:00-18:30 | | | | | | | | | |
| 18:30-19:00 | | | | | | | | | |
| 19:00-19:30 | | | | Pawpet Show: The Unlucky 13 | | | | | Paprika (1:30) also Th 14:30 |
| 19:30-20:00 | | | | | | | | | |
| 20:00-20:30 | | | | | | | | | |
| 20:30-21:00 | | | | | | | | | |
| 21:00-21:30 | | | | | | | | | |
| 21:30-22:00 | | | | | | | | | Happy Feet (1:49) also Th 16:00 |
| 22:00-22:30 | | | | Big Blue Dance | | | | | |
| 22:30-23:00 | | | | | | | | | |
| 23:00-23:30 | | | | | | | | | |
| 23:30-00:00 | | | | | | | | | |
| 00:00-00:30 | | | | | | | | | |
| 00:30-01:00 | | | | | | | | | |

**Concert: Alexander James Adams**
Stage Event – see page 24

**Stage Fever**
Stage Event – see page 25

**Fursuit Photoshoot**
*Thalian & BigBlueFox*
see page 26

**Second Life**
*Goldie Lesuere*
Get a virtual version of your furry being. Second Life, from the beginning to now!
Second Life is the biggest metaverse on the market with more than 9.000.000 registered accounts. But why is it so interesting for us the furries... Learn more about Second Life, the possibilities you have, and look behind the screens. We will start with the first furry avatar and end with the newest on the market. Over 60.000 furry Avatars are sold to unique users so long. We are not alone...

**Photography Roundtable, Part 2**
*Batian_Lion*
Photo contest and picture discussion. – Bring your favorite Photo, preferrably pictures from the con or Animal pictures, and discuss with others how good it is. The best picture will win a little prize.
Bring your 1-2 best pictures.

**Composing and Home Recording**
*Taibu, Chama & Jaryic*
Taibu and Chama will show you how to compose your own songs using different methods. The focus of this SIG is hard disk recording and using software samplers to mixing. After this SIG you should be able to get your ideas into your Computer. For the SIG we will show the use of Logic Pro on Mac and... on PC.

**Furry Theater Improv Workshop**
*Dronon*
Join Dronon for an introduction to improvisational theater. Starting with basic principles and games, the workshop will include an exercise to create an animal-based character. Come to watch or to participate!

**Cheating at Costume Construction**
*Lance Ikegawa*
There are countless ways to achieve a great effect with minimal effort. Here are a few of them.

**Stories from the Sanctuary**
*Aetobatus*
Aeto will discuss experiences he's had while working with lions, tigers, and other large exotics over a seven year period of working with the animals at two US exotic cat rescue sanctuaries. He's come prepared with pictures of himself and the various cats, as well as descriptions of their behavior, activities, and general concerns of keeping such large animals, with safety of both the humans and animals in mind.

**The Origin of the Fandom**
*Steve Gallacci*
A history lesson from the early days of the US furry fandom. How, when and where did it all begin? Who started it all? Where did the name come from? What kind of role did Albedo (and alt.fan.albedo) play in the early days of the internet?

**Sheet-Foam Construction**
*Lance Ikegawa*
Taking two-dimensional materials and turning them into three-dimensional forms. Or, how not to make a huge mess carving foam down.

**Soapstone Carving**
*Khaosdog*
The name says it all. Practical exercises in carving soapstone – how to do it and how not to do it. Create your own little furry amulet with this ancient material. Tools and soapstones for a limited number of participants is at hand. If the weather is good, the event will be moved outdoors because of dust and dirt – meeting point is the SIG room.

**Werewolves of Millers Hollow**
*Zuki*
Werewolves stalk an innocent village by night, killing its populace, by day the villagers form an angry mob and decide on who is responsible, and putting an end to them. Only time will tell if the villagers or the werewolves will be the last ones standing.

A card game with roleplay elements, Werewolves of Millers Hollow is an exercise in paranoia and bluffing, with many twists and turns. 8-18 players required, several games will be played.

**90 minute German - Deutsch für Dummies**
*doco*
German, language of Goethe, Schiller, Nietzsche – and of that square-jawed robot making the distorted loudspeaker announcement about your train being cancelled. This is an introductory course for those with no skills or basic skills in the German language, catering to the very basic needs - food, travel, emergencies. What to know in daily life, how to get around at the airport, on the train and in the shops and who to blame when something gets messed up. You'll learn how to navigate around the most obvious pitfalls, how to deal with situations the average con-goer encounters, and how to make the most out of the little quirks of the natives. Plus, for those who've never been to Germany before, we'll have a brief introduction about how the whole place is held together.

**Pawpet Show: The Unlucky 13**
Stage Event – see page 25

**Big Blue Dance**
Stage Event – see page 25

www.rbw.org.uk

In 2006 RBW was the largest furry event ever held in the UK.
2007 looks to beat our own record with an expected turnout of 200 furs!

Events include:
Fursuit Commonwealth games - London Treasure Hunt - Live 2'gryphon show
Panels for fursuiting and art - and much, much more.

Three great Guests of Honor
2' Gryphon
Ultraviolet
Fatkraken

Saturday evening we move to the 2-tier party boat to cruise up the Thames with music, food, and of course live entertainment!

London, England
1st & 2nd December 2007

TICKETS ONLY £25
For both days and evening cruise.
Jump to the website to register NOW! Tickets Limited

Check out the details for RBW 2008 on the website!
Held in one of Europes largest convention & hotel facilities; 2008 looks to be a fun and fur filled weekend! We've got tons of original and exciting activities planned so look out for more news on our website soon! www.rbw.org.uk

# Sponsors

## We couldn't do it without you!

Eisfuchs - Dario Abatianni
Zefiro - Frederic Ahring
Armand Karlsen
- Andrei Alechin
KingSimba - Yao Guang Ang
Shep Shepherd
- James Anness
Jaeger Fuchs
- Douglas Bachtler
Alexis Mckee
- Martin Baerentsen
Trystan - Robert Barnes
Jumpy - Stephan Bartels
Foxxtail - Thomas Bartlett
Angus - Matthias Bauer
Landreu - Lee Baxter
RedWolf - Marc André Bee
Batian_Lion - Philipp Bepler
Kenai - Daniel Berghout
ProudPaw - Eric P. Billam
Rena - Ralf Biste
Kyyanno - Stuart Black
Rotfuchs - Carsten Bleser
Yuri - Tim Bloom
oddity - Alexander Boström
Okami Watanabe
- Dennis Joe Brauer
Pippin - Charles Briscoe-Smith
_Doggy - Sandro Brufani
CleanerWolf - Boris Bürgel
Cirez - Eric Böhme
Vixen Chira - Manuel Böß
Tiberius Graufell
- Sebastian Caleb
Utlah - Steven Calvert
p@ - Patrick Cave
Fafnir Kristensen
- Oliver Christen
somewolf - Matthias Chrzonsz
Avalanche - Byron Cooper
Timduru - Damien Coquelle
Clover - Laurent Cormeau
Sweek - Chris Cousins
Cranphin - Jeroen Cranendonk
Angelfox - Benjamin Dam
Daktalis - Robert Day
Barney the Dog
- Ben de Jonge
vegivamp
- Johan De Meersman
{GiGi} - Gregor Dezman
~7~CyanFOX~7~
- Aaron Dinkin
FuzzyWolf - Damian Draper
Mixxi - Sarina Dutler
Shyboar - Romano Eberwein
Akita Inus - Frank Elliott
Dustcub
- Florian Esterhammer
etherkye - Kye Etherton
Kitt Spidox - Lee Evans
LeoNerd - Paul Evans
Woelfchen - Markus Fally
Yagfox - Robert Faulkner
YappyFox - Randy Fox
Shadow Woofie
- Michael Francis
RedWolf - Stéphane François
Recherei - Jared Frankel
Black Wulf - Keven Frei
Hawthorn
- Alexandre Hideo Fujita
Xevian - Steve Gare
Mran - Heiko Gemming
o kill - Hubert Gentenaar
Cookie - Michèle Gheysens
Leoparda - Tomas Ghijsens
Agrajag - Adam Green
Thalian - Michael Göhre
Kandar - Bernd Habenberger
Aki Raccoon - Sven Hages
Pinky - Graeme Hammond
Illys - Jeanette Hansen
Felan - Michael Hansen
Wolfspawn - Rasmus Hansen
Wolfie - Leon Harland
Furvan - Gregor Hassler
Hiru Wolfstein
- Niko Hiekkanen
Hyper Tiger - Jim Hodson
Eisbaer - Robert Hofmann
Sunfoxi - Andre Holz
remco - Remco Hosman
Balto - Peter Huber
Horsie49 - Oliver Huckauf
Footpad - David Hughes
Rapido - Ben Hume
TeR - Branko Ivancic
Kayjay - Klaus-Peter Jacobs
Tabalon - Andreas Jaekel
Tekumseh - Olav Jahn
leinir - Dan Jensen
Parca - Patrick Jesse
JohnnyK Zaroi
- Johnny Karregat
Delph - Michael Kaye
Leguma - Thorsten Keiner
Goldie Lesuere
- Stephan Keisers
- Angie Chang Studios
Blue_Panther - Robert Keller
Rapante
- Susanne Kellermann
Chryos Stormwing
- Franz Kellner
Night Lord - Stefan Kienböck
FelixKatz - Sebastian Kirsch
Kairan - Michael Kleebauer
Seras - Michael Knaack
Kisu - Raimo Samuli Kokko
Faithry - Felix Koks
Aireel Leefs - Alexander Krügl
Calle - Calle Laakkonen
Lynard - Dirk Lang
Tyger - Helge Lange
aphinion - Thomas Langer
Frost T. Wolf - Dean Langford
Cougar - Yannick Le Guern
Tyrin - Jason Lehman
Felfur - Maik Lendak
Noda Raccoon
- Stephan Lesch
Ysegrim - Gregor Leusch
solitary Weasel - Thomas Liehr
Max Ra'Drac - Joachim Linke
Ayun - Björn Loge
Badgerguy - Mark Lomas
Netho - Sebastian Lotter
Loriana - Laura Lyle
Sphelx Lizard
- Paul Mackinnon
Reesa - Barbara Mader
Amarok Radjin - David Maples
Lycrawolf
- Christopher Marples
Blackie Leone - Cliff Meißner
Eligeras - Andreas Miehling
Wilikki_1 - Ville Mikkonen
Nathéa Mac Tire
- Patrick Millar
Tallyhawk - Steven Mitchell
Lupestripe - Andrew Morgan
Bander - Richard Mulder
Fawks Beaumont
- Cody Myers
TigersClaw - Rico Müller
Alphawolf
- Daniel Münnemann
Exalted - Michael Naujoks
Tigerwolf - George Nemeyer
Blue-Vee - Thomas Neuhold
Tjikko Mckee - Vincent Neuvel
Emejn - Edward Nokes
Xai - Robert Norville
Tioh - Markus Nowak
Sil - Robert O'Dowd
TheCrow - Andreas Oeser
Ailurus - Sven Oltersdorf
Redmoor - Anthony Onslow
KrankesPapst - Alexander Ory
Tomfur - Thomas Petermeier
pfluftel - Andrè Pfister
Mhisani - Robin Phillips
Unika - Michael Pierce
Zuki - Robin Poole
Luschhoernchen
- Bernd Prösdorf
Yarwick - Jonathan Raine
Weissfell - Henning Rath
Eustache the Moose
- Daniel Ravon
Garr - Gareth Rehal
Coldfur - Martin Reid
Bengges - Daniel Reinle
o'wolf - Jörg Reuter
Carex - Thomas Ripar
Khaycen - Jan Rischawy
Yenacat - Anders Rosenberg
Werwelpe - Andreas Rost
Issarlk - Gilbert Roulot
SouthPaw - Barry Salter
Mooie - Roy Sandgren
Aetobatus - Michael Sawyer
WhiteyFawks - Steven Scharf
Kazagh - Bernd Schneider
Brôgon - Björn Schneider
Fauho - Hans Schockaert
Nerkitt - Martin Schuster
Wuestenrotfuchs
- Tobias Schwarz
Foxx - Alexander Schwegmann
Tsalin - Jochen Schönfelder
Tigz Mordan - Colin Seddon
SnowTiger - Robert Sisson
Cyan Fur Moana
- Martijn Smitshoek
Wolffire - Heiko Stangel
Crocuta - Tuomo Suorsa
Junkvist - Jukka Suuronen
Thrash - James Thrash
PatriX - Patrick Tilp
ShyFox - Edwin Trieb
Xzandreth - Michael Trommer
Winterfuhr - Pasi Vahtera
Tungro
- Thomas van der Elsen
K9Primate - Peter van der Leij
DukeFawks
- Duco van der Meer
lios - Pertti Viitala
Ceredwyn - Max Vijgen
Shay - Michael Wolf Visser
Raschkar - Heribert Vogt
Mbili - Barbora Vollmer
Canus Lupus
- Jan Peter Vollmer
Thygrrr - Moritz Voss
nekotorisha - Brian Vosters
};{ - Jürgen Wallner
Alexfox - Alex Walter
MadBrooK - Tim Wassmuth
Andy the Squirrel
- Andrew Watts
Tau Quebb - Peter Webb
Apheler - Björn Weber
Firewulf - Patrick Weber
Blutwolf - Torsten Weiler
Dal' Noc - Jonas Weiß
MafunDi
- Jens-René Wiedemann
Anubis Prime
- Johannes Wiedra
Snowy Fox - Toby Wilkinson
Foxcubbold - Robert Wilson
Suran - Marcus Wolschon
Rakhan - Andrew Wood
ShadowCat - Michael Zoschke
Morkeleb - Lukas Österreicher

# Timetable: Sunday

| | Meals | SIG 1 (Niedersachsen) | Club (Kulisse) | Outside (Lawn) |
|---|---|---|---|---|
| 10:00-10:30 | Breakfast 7:00 - 15:00 | | | |
| 10:30-11:00 | | | | |
| 11:00-11:30 | | | | |
| 11:30-12:00 | | | | |
| 12:00-12:30 | | | | |
| 12:30-13:00 | | | | Group Photo |
| 13:00-13:30 | | Feedback & Criticism | | |
| 13:30-14:00 | | | | |
| 14:00-14:30 | | Eurofurence e.V. Annual General Meeting | | |
| 14:30-15:00 | | | | |
| 15:00-15:30 | | | | |
| 15:30-16:00 | | | | |
| 16:00-16:30 | | | | |
| 16:30-17:00 | | | | |
| 17:00-17:30 | | | | |
| 17:30-18:00 | | | | |
| 18:00-18:30 | | | | |
| 18:30-19:00 | | | | |
| 19:00-19:30 | | | | |
| 19:30-20:00 | | | | |
| 20:00-20:30 | | | | |
| 20:30-21:00 | | | | |
| 21:00-21:30 | | | Dead Dog Party | |
| 21:30-22:00 | | | | |
| 22:00-22:30 | | | | |
| 22:30-23:00 | | | | |
| 23:00-23:30 | | | | |
| 23:30-00:00 | | | | |
| 00:00-00:30 | | | | |
| 00:30-01:00 | | | | |

**EF Feedback Session**
Do you want to give the organizers feedback? We want to hear your opinion and your suggestions! Did you like what we did? What can we do better? Which problems did you encounter? This is your chance to make your voice heard.

**Annual General Meeting of the Eurofurence e.V**
This is the official annual General Meeting of the Eurofurence e.V. organisation. Only Members of the Organisation have the right to vote, but otherwise, the meeting is open to the public.

**Group Photo Event**
The group photo is a long-standing Eurofurence tradition. The more people come, the better! Thalian is the photographer in charge. The plan is to have everyone sit down on the lawn, and take the photo from high up one of the hotel's balconies. Meeting point is outside the main entrance. This event will only take place if the weather allows.

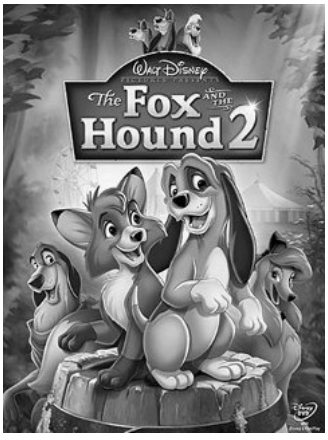
**The dead dog party**
This party takes place at the "filmkneipe kulisse" club. Traditionally, the "dead dog party" takes place at a con the evening after the closing ceremony. It is also a tradition that people bring left-over snacks and drinks from earlier parties, and videos of events from earlier on in the con or from previous cons. (Because the Ringberg Hotel will staff the bar in the club, we'll have to limit this to the snacks only this time.) Since the con is already officially over by the time of the dead dog party, it is a time for those fans who haven't already set off home to relax and wind down.

# Video Show Program

**Balto 2** *(Thu 10:00)*
As if becoming a new father isn't enough, Balto the half-wolf is puzzled by a recurring nightmare involving a treacherous journey, some threatening characters, and plenty of unanswered questions. Nightmare turns into reality when the last of his litter, whom no human will adopt, learns the devastating truth about her mixed heritage and embarks on a dangerous Wolf Quest, with papa Balto hot on her trail.

**Brother Bear 2** *(Fri 13:00)*
Since being turned into a bear as punishment for his insensitivity in Brother Bear, Kenai has managed to find true happiness and a compelling sense of purpose in his new relationship with his adopted brother Koda. But when Kenai's old friend Nita prepares for her wedding day with another man, the spirits send a sign indicating that a strong connection still exists between Kenai and Nita. The tribe Shaman suggests that the two join forces in a ritual to sever the bond between them and Nita, newly endowed with the ability to communicate with animals, seeks out Kenai in the woods.

**Cars** *(Fri 14:30)*
While traveling to California for the dispute of the final race of the Piston Cup against The King and Chick Hicks, the famous Lightning McQueen accidentally damages the road of the small town Radiator Springs and is sentenced to repair it. Lightning McQueen has to work hard and finds friendship and love in the simple locals, changing its values during his stay in the small town and becoming a true winner.




**Eragon** *(Wed 19:00, Sat 14:30)*
When the orphan farm boy Eragon finds a dragon egg sent by Princess Arya, he bonds with the newborn dragon Saphira, meets his mentor Brom, and becomes the dragon rider foreseen in an ancient prophecy that would set his people free from the tyrant Galbatorix.

**Happy Feet**
*(Thu 16:00, Sat 21:30)*
In the cold land of Antarctica, the Emperor Penguins each express their true love with a special heartsong of their own that expresses their very being. The misfit Mumble cannot sing, but instead has an extraordinary talent to tap dance with almost magical energy and expression. When the colony rejects him, Mumble and his true friends set out to find the cause of the recent lack of fish, and soon encounter the eerie world of humans.

**Ice Age - The Meltdown** *(Sat 10:00)*
When their valley gets threatened by the melt of the surrounding ice, the mammoth Manny, the sloth Sid and the saber-toothed tiger Diego head an exodus from the place. While escaping, the trio meets Ellie, a female mammoth that believes she is an opossum like her two mischievous "brothers".

**Madagascar** *(Fri 16:30)*
At New York's Central Park Zoo, a lion, a zebra, a giraffe, and a hippo are best friends and stars of the show. But when one of the animals goes missing from their cage, the other three break free to look for him, only to find themselves reunited... on a ship en route to Africa. When their vessel is hijacked, however, the friends, who have all been raised in captivity, learn first-hand what life can be like in the wild.

**Narnia** *(Thu 21:00)*
Peter, Susan, Edmund, and Lucy are deported from London to the house of an eccentric professor during World War II. They find life in the house extremely dull, until Lucy discovers a wardrobe

that leads to a magical world called Narnia, where animals can talk and all are ruled over by the wise and benevolent lion Aslan.

**Open Season** *(Fri 19:00)*
A grizzly bear named Boog, domesticated by a park ranger, helps the deer Elliot to escape from the mullet-sporting hunter Shaw. When the Elliot decides to return the favor, he wreaks havoc with Boog's life. Soon both find themselves banished to the wilderness, just as the hunting season begins – and Boog has not even an idea how to survive outside of his garage home.

**Underworld** *(Wed 22:30)*
A war has been raging between the Vampires and Lycan for centuries. Selene is a death dealer, assigned to hunt down and eradicate the last of the Lycan. When she comes across Michael Corvin who holds the key to end the war she must decide where her allegiances lie.

**Stormy Night** *(Fri 10:00)*
A goat wanders into a dark mountain cabin, seeking shelter from a storm. There he finds a fellow refugee but they can't see each other. They become friends and promise to meet again, using a password. The following day, the goat comes across a wolf...

**Yobi the five tailed fox** *(Wed 21:00, Fri 22:00)*
Teacher Kang takes his students to a school that sits at the base of a hill where Yobi lives, a five-tailed fox who can turn into any form. Kang and his students are there to train at a special center for honing their mental abilities. While the students test their courage at night, Yobi encounters dream-catcher Hwang Geum-yee, develops an interest in him, and decides to join the students to stay closer to him. Living as a human being is fun, until she comes across the fox hunter. Rescued by a mysterious shadow, Yobi now faces the inevitable – by taking Geum-yee's spirit that will make her a real human being.

**Over the Hedge** *(Sat 13:00)*
Upon waking up after hibernation, a group of forest animals discover that a tall hedge has appeared out of nowhere, half their forest is gone, they have little to no food left. While Verne the turtle suggests they simply adapt, RJ the raccoon shows up and gives them another option: go over the hedge and get food from the humans.

**Paprika** *(Thu 14:30, Sat 19:00)*
When a machine that allows therapists to enter their patient's dreams is stolen, all hell breaks loose. Only a young female therapist can stop it: Paprika.

**The Fox and the Hound 2** *(Thu 13:00, Fri 20:30)*
Tod and Copper are the best of friends. When Copper bemoans the fact that he can't seem to do anything right, Tod reassures him that eventually he'll find something at which he excels and invites him to the fair. Opportunity knocks when a vocal dog group called "The Singing Strays" loses its lead singer Dixie.

**Treasure Planet** *(Thu 19:00)*
Jim Hawkins is a rebellious teenager seen by the world as a slacker with no future, until a dying pirate gives him the map to the legendary loot of Captain Nathaniel Flint. As his journey into space aboard a ship full of unsavory characters begins, Jim finds a mentor in the crew's cook, a cyborg named John Silver. However, his trust in this new friend proves to be hazardous as they get ever closer to the fabled Treasure Planet.

## Members of the Board

***Chairman,***
***Programming Director:***
Cheetah (Sven Tegethoff)
***Vice Chairman:***
Nightfox (Nico Buchmühlen)
***Treasurer:***
Loewi (Ingo Schumacher)

## Registration & Payment

***Registration Leads:***
Jumpy (Stephan Bartels)
Loewi (Ingo Schumacher)
***Registration Crew:***
Eisbaer (Robert Hofmann)
Fjordwolf (Frank Schultz)
MOW (Mark-Oliver Wolter)
Tristan (Nils Decker)
Kralle (Maik Dulsmann)
Ysegrim (Gregor Leusch)
Tillikum (Sebastian Heuss)
***Temporary Crew:***
Ysegrim (Gregor Leusch)
Tillikum (Sebastian Heuss)
***Fursuit Badge Printing:***
Tigerseye (Tobias Schweitzer)
***Con Badge Design:***
Fluke (Ian Wiscovitch)

## Public Relations

***Press Relations:***
o'wolf (Jörg Reuter)
***Web Design:***
BigBlueFox (Karsten Auchter)
***Guest Relations:***
EosFoxx (Marion Fischer)

## Convention Operations

***Chief Improvisor:***
somewolf (Matthias Chrzonsz)
***Assistant Chief Improvisor:***
EosFoxx (Marion Fischer)
***Hotel Relations:***
Nightfox (Richard Nightfox)
***Crew:***
Magnus Lupus (Christoph Studer)

## Logistics, Catering, Support

***Logistics Lead:***
Riffuchs (Kai-Uwe Wilke)
***Logistics Crew:***
Shadow-AsC (A. Schabesberger)
Runoratsu (Johann Studanski)
Lupo (Markus Volk)
***Fursuiter Support Lead:***
Mystifur (Oliver Bartel)
Tigerseye (Tobias Schweitzer)
***Fursuiter Support Crew:***
Furvan (Gregor Hassler)
Xan (Dominik Walter)
};{ (Jürgen Wallner)
***Gopher Herding:***
Aki Raccoon (Sven Hages)
ShyFox (Edwin Trieb)
***Gopher Badge Artist:***
Thornwolf (Nicole Dornsife)
***Internet Team Lead:***
Kralle (Maik Dulsmann)
***Wise Owl:***
Lizard (Sascha Bias)
***Decoration Staff:***
Mylo (Nils Erben)

## T-Shirt

***Artists:***
Olven (Dagmar Pasekova)
***Print Supervision:***
Loewi (Ingo Schumacher)
***Printing:***
Fanomenal GmbH

## Stage Crew

***Team Lead & Sound:***
Jaryic (Henning Stalke)
***Sound Engineers:***
Lizard (Sascha Bias)
Taibu (Christoph Kellner)
***Lighting Engineers:***
Nightfox (Nico Buchmühlen)
Darkwing (Torsten Stalke)
Foxy (Hans Streit)
***Video Projection:***
Cheetah (Sven Tegethoff)

## Video and TV

***TV Lead:***
BigBlueFox (Karsten Auchter)
***TV Crew:***
Wolffire (Heiko Stangel)
Foxy (Hans Bernhard Streit)
Cleanerwolf (Boris Bügel)
Tillikum (Sebastian Heuss)
Tristan (Nils Decker)

## Security

***Chief of Consite Security:***
somewolf (Matthias Chrzonsz)
***Deputy Chief of Consite Security:***
EosFoxx (Marion Fischer)
***Senior Officers:***
Alphawolf (Daniel Münnemann)
CJ (Christian Jesch)
Dhary (Andreas Theißen)
Footpad (David Hughes)
Gyroplast (Dennis Herbrich)
KayJay (Klaus-Peter Jacobs)
KingSimba (Yao Guang)
kovu (Christian Hesse)
Kyron (Mike Jendrny)
Lizard (Sascha Bias)
Lynard (Dirk Lang)
num8 (Maxime Auquier)
Sibertiger (Oliver Staubach)
Skunki (Stephan Müller)
Tascun (Chris Schäfer)
Tekumseh (Olav Jahn)
TiBoth (Mike Dornberger)
Tristan (Nils Decker)
UlyssesDraco (Bastian Oppel)
Wolffire (Heiko Stangel)
***Junior Officers:***
Akurei (Michael Düll)
Badger (Robert Labus)
Blutwolf (Torsten Weiler)
Firewulf (Patrick Weber)
Kairan (Michael Kleebauer)
Lake (Andreas Sieling)
Shadowwolf (Andre Pascher)
Simely (Simon Schneeberger)
tVos (David San Cirilo)

## Art Show

***Art Show Directors:***
Cairyn (Ronald Klemp)
Blue_Panther (Robert Keller)
***Logistics Manager:***
Cin (Andreas Baier)
***Art Show Staff:***
Bander (Richard Mulder)
Fjordwolf (Frank Schultz)
PatriX Darkhoof (Patrick Tilp)
***Auction Display Ops:***
Ysegrim (Gregor Leusch)
***Auctioneer:***
Uncle Kage (Dr. Samuel Conway)

## Dealers' Den

***Dealers' Den Manager:***
Eisbaer (Robert Hofmann)

## Con Book

***Cover Art:***
Blotch
Wei-Lun Wu
***Editor, Interior Design & Layout:***
Cairyn (Ronald W. Klemp)
***Writers:***
Aetobatus (Michael Sawyer)
Lance Ikegawa
Cairyn (Ronald W. Klemp)
***Proofreading:***
doco (Jürgen Roßkamp)
Whazzat (David Severance)
***Printing:***
Skunki (Stephan Müller)
Druckerei Karolus GmbH
***Illustrations:***
pg. 2, 27: Blue_Panther (Robert Keller)
pg. 3, 4, 5, 46: Wei-Lun Wu
pg. 9, 29, 32, 36, 40: Monika Livingstone
pg. 14, 15, 21: Britt Martin
pg. 22: Khaosdog (Saskia Lemke)
pg. 28: TaniDaReal (Tanja Freese)
pg. 33: Hoagiebot (Daniel Keller)
pg. 37: Heather Bruton
pg. 47: Kisu (Raimo Samuli)
Vignettes & dice: David Severance

## Video Show

***Video Show Director:***
Taibu (Christoph Kellner)
***Video Show Operator:***
Hurga (Hanno Foest)

## Fursuit Photoshoot

***Photographer:***
Thalian (Mike Göhre)
***Assistant Photographer:***
BigBlueFox (Karsten Auchter)

## Group Photo

***Photographer:***
Thalian (Mike Göhre)

## Fursuit Gameshow

***Event Lead & Script & Props:***
};{ (Jürgen Wallner)
***Director & Scoreboard Operator:***
Ysegrim (Gregor Leusch)
***Assistant Director:***
Furvan (Gregor Hassler)
***Umpire:***
Adrixan (Peter Aufner)
***Host:***
Aetobatus (Michael Sawyer)
***Stage Hands:***
Kana (Daniel Karner)
Kazzador (Harald Metka)
***Sound Operator:***
Taibu (Christoph Kellner)

## Stage Fever!

***Director & Host:***
Mystifur (Oliver Bartel)
***Assistant Director:***
Tani DaReal (Tanja Freese)
***Stage Hands:***
o'wolf (Jörg Reuter)
Zefiro (Frederic Ahring)

## Fur Wants To Be a Millionaire

***Director:***
Tigerseye (Tobias Schweitzer)
***Host:***
Akeela (Peter Plickert)
***Technical Staff:***
Xan (Dominik Walter)

## Paw Pet Show

***Director & Script:***
Cheetah (Sven Tegethoff)
***Main Puppeteer & Script:***
Eisfuchs (Dario Abatianni)
***Main Puppeteers:***
Fairlight (Marcus Hess)
Lynard (Dirk Lang)
TaniDaReal (Tanja Freese)
***Backstage Lead:***
Reesa (Barbara Mader)
***Puppeteers:***
FinFarenath (Florian Walter)
o'wolf (Jörg Reuter)
Tigerseye (Tobias Schweitzer)
***Stage Backdrop:***
Blue_Panther (Robert Keller)
***Stage Hands:***
CJ (Christian Jesch)
Eisbaer (Robert Hofmann)
Xan (Dominik Walter)
Zefiro (Frederic Ahring)

## Fauna Project Concert

***Concert Team Lead, Sound Engineer:***
Cheetah (Sven Tegethoff)
***Fauna Project Lead, Backliner:***
Tabalon (Andreas Jaekel)
***Sound Assistant:***
Lizard (Sascha Bias)
***Light Operator:***
Nightfox (Nico Buchmühlen)
***Second Light Operator:***
Darkwing (Torsten Stalke)
***VJ:***
FinFarenath (Florian Walter)
***Drums:***
The C.L.A. (Axel Müller)
***Electric Guitar:***
Rajan (Thomas Ebeling)
***Bass:***
Taibu (Christoph Kellner)
***Keyboards, Vocals:***
Jayic (Henning Stalke)
***MC, Vocals:***
Eisfuchs (Dario Abatianni)
***Keyboards, Accordeon, Vocals:***
Jumpy (Stephan Bartels)
***Keyboards, Accordeon, Vocals:***
Chama (Thomas Hagenfeldt)
***Fiddle, Vocals:***
AJA (Alexander James Adams)

## Fursuit Dance

***DJ:***
DJ Rory

## Big Blue Dance

***DJ:***
BigBlueFox (Karsten Auchter)

## Kage vs. 2

***Hosted by:***
Uncle Kage (Dr. Samuel Conway)
2, the Ranting Gryphon

## Parties

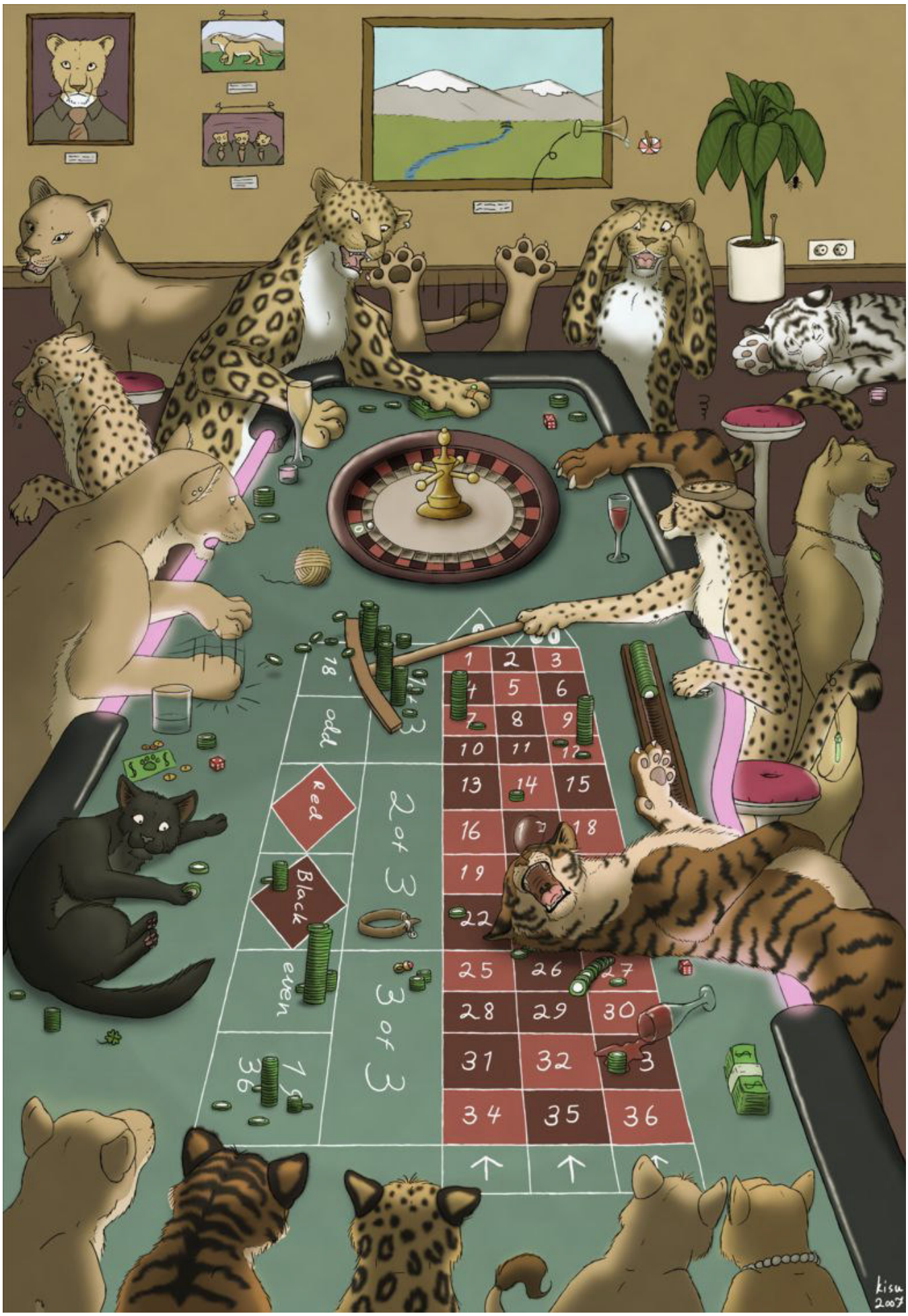
***CAcert Party:***
o'wolf (Jörg Reuter)

## Panelists

***Furries in the News SIG:***
o'wolf (Jörg Reuter)
***Fursuit Animatronics:***
Furvan (Gregor Hassler)
Tioh (Markus G. Nowak)
***Fursuits - how to build them:***
Tioh (Markus G. Nowak)
Furvan (Gregor Hassler)
***Super Smash Bros. Tournament:***
Dark Racoon
***What does „furry" mean to you?:***
Tungro (Thomas van der Elsen)
***Werewolves of Millers Hollow:***
Zuki (Robin Poole)
***Home Recording and Composing:***
Taibu (Christoph Kellner)
Chama (Thomas Hagenfeldt)
Jaryic (Henning Stalke)
***Stories from the Sanctuary:***
Aetobatus (Michael Sawyer)
***Poker:***
};{ (Jürgen Wallner)
***Improv Workshop:***
Dronon (Tom Turrittin)
***Meet the Guests:***
Uncle Kage
Lance Ikegawa
Steve Gallacci
***Beastly Illusions:***
Lance Ikegawa
***Sheet-Foam Construction:***
Lance Ikegawa
***Exotic Materials:***
Lance Ikegawa
***Cheating at Costume Construction:***
Lance Ikegawa
***Photography Roundtable 1/2:***
Batian_Lion (Philipp Bepler)
***Character Artwork:***
Steve Gallacci
***Writing for Comics:***
Steve Gallacci
***Comic Book Illustration:***
Steve Gallacci
***Creating Albedo:***
Steve Gallacci
***The Origin of the Fandom:***
Steve Gallacci
***Your First Life:***
Rhondil (Dr. Frank Buschmann)
***90 Minute German:***
doco (Jürgen Roßkamp)
***Pimp my Picture:***
Bander (Richard Mulder)
Blue_Panther (Robert Keller)
***Furry Poetry&Song Gone Wrong:***
ANTIcarrot (John Routledge)
***Furry Music Café:***
Chama (Thomas Hagenfeldt)
Alpha_Ki (Karoline Baumwolf)
***The Plushie Panel:***
Mhisani Leo (Robin Phillips)
Anthropuppy (Anthony Vauden)
***Second Life:***
Goldie Lesuere (Stephan Keisers)
***Furry Esoterics:***
Tyger (Helge Lange)
***Writer's Workshop:***
ANTIcarrot (John Routledge)
***Sculpting and Modelling:***
Akeyla (Barbara Utzinger)
***Soapstone Carving:***
Khaosdog (Saskia Lemke)

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.


1 2 3
4 5 6
7 8 9
10 11 12
13 14 15
16 18
19
22
25 26 27
28 29 30
31 32 3
34 35 36
18
odd
Red
Black
even
2 or 3
3 or 3
kisu
2007

# EF 13

## Ringberg Hotel
## Suhl, 2007